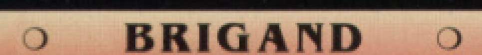
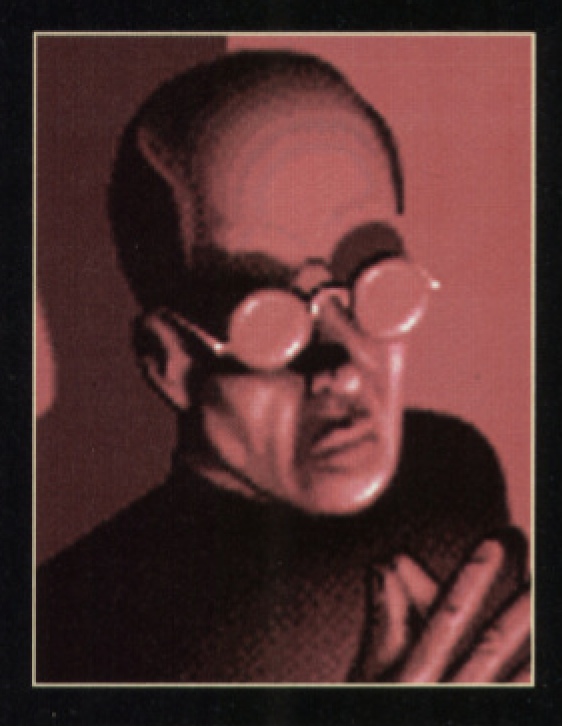


FREE! 16-PAGE MORTAL KOMBAT II PREVIEW GUIDE
ONLY £2.25
MEAN MACHINES SEGA
MEGADRIVE
SHAQ-FU
ROCKET KNIGHT 2
SONIC VS KNUCKLES
ZERO TOLERANCE
MEGA-CD
LAWNMOWER MAN
ETERNAL CHAMPIONS
BATTLE CORPS
MASTER SYSTEM
ULTIMATE SOCCER
GAME GEAR
MORTAL KOMBAT II
BATTLE OF THE BEAT 'EM UPS!
SUPER STREET FIGHTER II
MORTAL KOMBAT II
65.00 Asch
7000 LIRE
AUG NO 22

take a part







SCIENTIST



MERCENARY



take apart ghouls



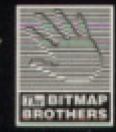
take apart armour-plated fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE





COVER STORY

EXCLUSIVE

MORTAL KOMBAT II



Last month we broke the story, bringing you world exclusive shots of Mortal Kombat II. This month we've gone one step further giving you an amazing 16-Page pull-out on this corking game with all you could ever want to know about the characters, their special moves and their DEATHS. You want more special moves than a dozen Van-Damme films? You go it!

REGULARS

EDITORIAL 6

NEWS 8
Extra! Extra! Read all about it! Yet another MEAN MACHINES scoop! Exclusive pics and tit-bits on the Mega-32. Plus news of Sonic's new caper...

MEAN YOB 82
As the letters of complaint come rolling in, Yob rubs his hands with glee and devises more ingenious ways to offend a few more of your delicate sensibilities. Or something.

Q&A 86
How long's a piece of string? What is Bill Clinton's inside leg measurement? Do we really care? No question too tough, no poser too rough for our indomitable Ed.

PAUL'S TIPS 52
Last month Paul had a brain transplant and was, different. This month he's had a body transplant as well. Yup, we have a new tipster, our very own Paul Bufton (we made him change his name so we wouldn't have to alter the logo. His real name's Tarquin. Probably.)

MEGAMART 80
I'd like to use this space to mourn the passing of Eastenders' Pete Beale. His character was an inspiration to us all and a damn useful way of filling this buy/ swap/ sell/ section of contents.

REGIONAL SPOTLIGHT 88
Here's the pick of the crop in the mail order business — the guys with the biggest gold stars an' no black marks.

NEXT MONTH 97
Oh I don't believe this! Just get off my case, Ok? What do you want from me? Blood? Okay, you've got it!

PREVIEWS

BUBSY 2 38
Puss in Boots went to London with Dick Whittington and became the Lord Mayor of London's pampered puss. Bubsy the Bobcat went around the place without pants and became an international TV and video games superstar. Who said porn doesn't pay?

EA SPORTS TENNIS 42

EARTHWORM JIM 44
Did you know that if you cut a worm in half it becomes two worms? Well Lucy cut a worm into four bits when she was a little girl so she could have four friends. Unfortunately, she decided to give all her new friends a bath and they all drowned so she had no mates — still, it was only a matter of time before they started ganging up on her, anyway. Some things never change. Anyway, here's a new game about a worm in a magic suit.

FEATURES

SUPER STREET FIGHTER 18
EXCLUSIVE
You may have heard something about this. Apparently, this is a conversion of one of those popular, new-fangled 'arcade games'. Yes, that's the term. It allows you to fight people from other countries, apparently. How brutal...

SHAQ-FU 28
EXCLUSIVE
The American basketball hero bags his own Megadrive game in a slamdunk-free beat 'em up — billed as EA's biggest launch of the year and lookin' hot, hot hot!.

LAWNMOWER MAN CD 34


Can SCI bring a new dimension to Mega-CD gaming? Well they've certainly tried, with Cyberjobe causing havoc for the long-suffering Doctor Angelo in this mega-looking shoot, beat and platform 'em up brought to you exclusively by MEAN MACHINES SEGA.



NTENTS

REVIEWS

MEGADRIVE

OUTRUNNERS 64
Mediocrity at its most average comes to the Megadrive in this desperately dull racer.

BODY COUNT 68
Shooting lots of things and then shooting some more things and then doing some shooting is the varied name of the game in this new Menacer attempt from Sega.

COMBAT CARS 70 EXCLUSIVE

HARDBALL '94 76 EXCLUSIVE
Accolade are struck down with the dreaded sequelitis as this oh-so-different-from-the-last-one-and one-before-honest baseball offering gets the MEAN MACHINES treatment.

MAGIC BUBBLE 78

CAESAR'S PALACE 79

MEGA-CD

BATTLECORPS 60 EXCLUSIVE
Core Design's Thunderhawk was fab-looking but a bit lacking on the gameplay front. This second offering, based on the same engine suffers no such drawback. Turn to our EXCLUSIVE review for the drool-some facts.

YOUR PAINT 74
Aaah! Cute lickle ponies an' witches an' wainbows and fings to paint with the Mega-CD's huge colour range.

MASTER SYSTEM

ULTIMATE SOCCER 72
Sorry folks, only one Master System game volunteered for a good going over this month and unfortunately it was this tawdry little footy game from Sega.

SPARKSTER 24
ROCKETKNIGHT ADVENTURES 2
EXCLUSIVE
The wee, blue, upside-downy, Konami creature of Rocket Knight Adventures fame is back again in his second Megadrive jaunt with all-new special moves, and bosses which have to be seen to be believed...

INSIDE SEGA AMUSEMENTS 90
MEAN MACHINES take up the invitation to interview Kenji Horii, Sega Amusements' big cheese in Britain. The first news on arcade releases of 1994.



WHODUNNIT

EDITOR
STEVE 'Drago' MERRETT
ASSOCIATE EDITOR
LUCY 'Solitaire' HICKMAN
ART EDITOR
OSMOND 'straps' BROWNE
PRODUCTION EDITOR
GUS 'NME' SWAN
DESIGNER
CLAIRE 'glam pics' COULTHARD
STAFF WRITER
PAUL 'great' BUFTON
GROUP AD MANAGER
MELANIE 'grilling' ROBERTS
DEPUTY AD MANAGER
SEAN 'new boy' NORMOYLE
PRODUCT MANAGER
NICHOLA 'deadline' BENTLEY
PRODUCTION ASSISTANT
VICKY 'printer's pal' JACOBS
PUBLISHER
MARC 'shingles' SWALLOW
SPECIAL THANKS TO: To Vassilis for group photography. Our old friends Martin at VGC Bournemouth (0202 527314) and George at ICE Doncaster (0302 340 079) as well as Dream Machines (0429) 869 459.

EDITORIAL TEMP. TOILET: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6701
SUBSCRIPTION ENQUIRIES: 0733 64146
PRINTED BY: COOPER CLEGG
COLOUR: COLOURTECH, APT
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994

SUBSCRIPTION RATES (12 ISSUES)
United Kingdom and BFPO: £27.00
Overseas Surface Mail: £34.00
Airmail Europe and Eire: £37.00
Airmail Zone 1: £60.00
Airmail Zone 2: £69.00

COMPETITION RULES
Employees and their relatives of EMAP IMAGES are not eligible for competitions. Any found trying to sneak an entry in will be surrounded by our Daleks and Autons and eliminated — pzzzzt Argggh!

GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 5 and 6. And 7.
5. How many people were Tangoe'd by the Still Tango ad? 6. How many times must the cannonballs fly, before they're forever banned? 7. Why did Debbie McGee marry Paul Daniels?

DINGBATS MESSAGE



STEVE

It's Mortal Kombat II overload this month, as we get to grips with this stunning-looking sequel. What's more, not content with that, we've also managed to cram Super Street Fighter into this packed issue. Talking of which, you may have already seen a handful of reviews for the Megadrive version by the time you read this. If you're wondering why we haven't reviewed it, the answer is because at the time of writing it was far from complete. Whilst other mags always go on about their integrity and not reviewing incomplete games, all of a sudden they're willing to break these rules because of Super SF. If we'd wanted to review it we would have asked Jaz to do the honours for us, but this would have meant only one person saw it and MEAN MACHINES doesn't work like that. Needless to say, the full review will appear next issue — ensuring you'll get the definitive review, not some apology copied from one article sent from the States. Until then, see you next month me old muckers...

STOP GUS AND GET ONE!

Listen up for the chance to win Konami goodies on the spot! Mark SATURDAY THE 9 TH OF JULY on your calendars. On that afternoon Gus will be on BRIGHTON PIER with a gaggle of Konami goodies in his Sega bag. Just approach him (nicely) with a copy of MEAN MACHINES and say "Castlevania is so wicked, the very vegetation is alive with evil. Give me my prize". If you are one of the first five readers to find Gus, he'll hand you a Konami cart there and then!

WILD CHILD

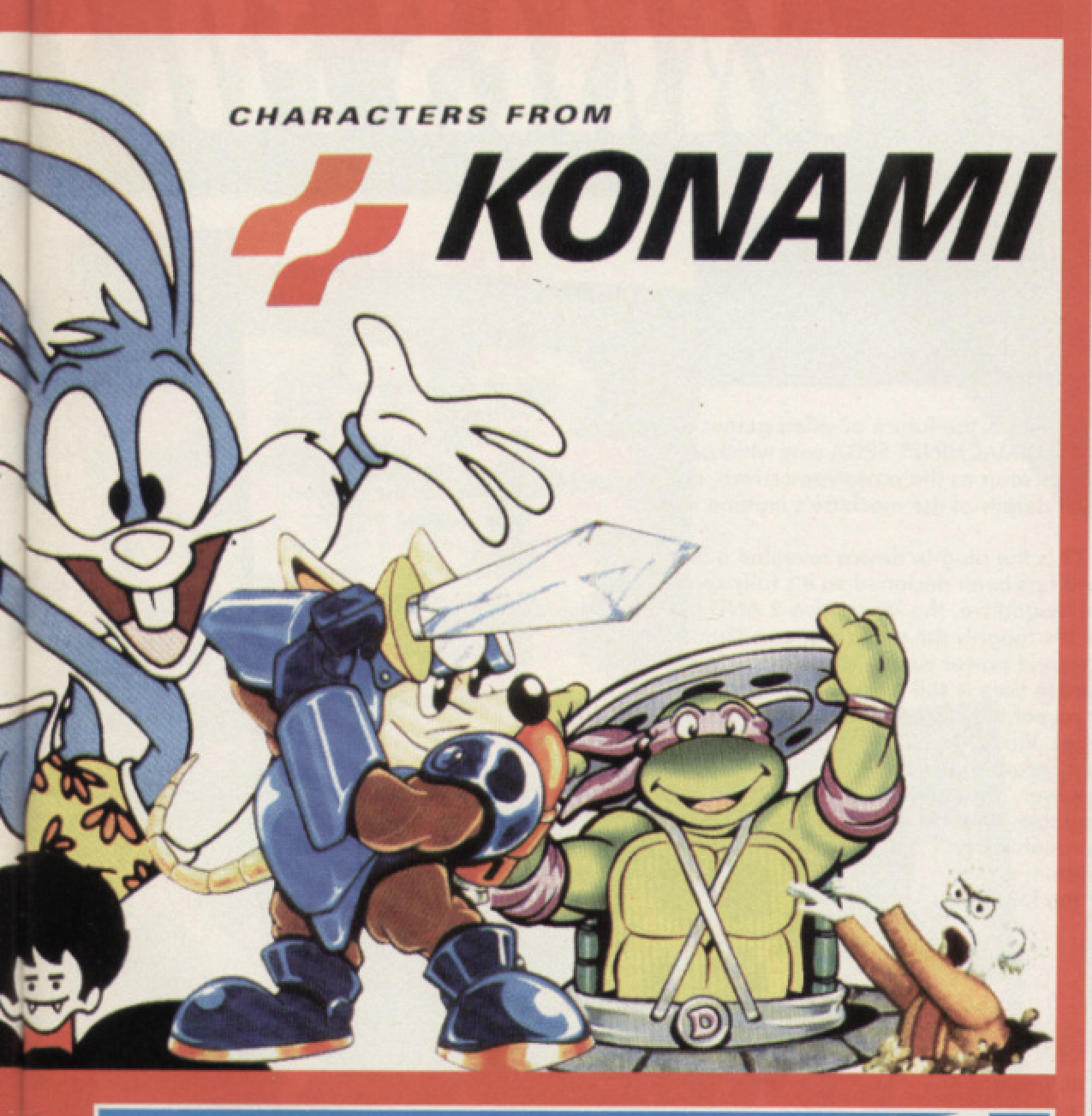


If you've skipped Editorial this month you may have thought there's an imposter in the magazine, going by the name of Paul Bufton. Fear not, he's the new official and fully approved Staff Writer person. After being kidnapped in Devon, Paul was subjected to our brain-washing procedure (24 hours of playing Pelé continuously) until he swore undying loyalty to Lord EMAP. Now you'll find him writing reviews and running to the shop for lollies. 'Rah!

RIGHT DOWN THE TOILET!

Whoops! MEAN MACHINES had a little accident last month, and has been quite rightly brought to book. In our arcade booklet (page 15) we captioned the AS-1 simulator as not to be confused with a certain brand of portable WC. Of course, this brand name is the exclusive trademark of Portakabin. As we had mis-used the trademark they sent us a firm, but polite, letter telling us to bog off! (reprinted). We hope that no confusion has arisen as a result of our crappy little caption. And from now on we shall describe all such units as Temporary Jobby Recepticles. Oh, and let's just grass up 'Loaded' magazine, who made a joke like ours in their contents.

Portakabin



NUTJOBS

In the period of this particular sideral division (month), the team would like to reveal the tears of the clown; their favourite funny person and jokes...

STEVE MERRETT

Steve's choice of 'fave' variety rib-tickler is Les Dennis. The Family Fortune's host with the first name as a surname and a shortened girl's name as a first name, is marginally funnier than Alan Titchmarsh hosting Songs of Praise. There were better days, when Les dressed like a Teddy boy and mugged along to old partner Dustin Gee (who tragically died but whose spirit lives on as drag act Lily Savage).

CHOICE GAMES:MKII, Super Streetfighter

LUCY HICKMAN

Associate choice goes to 'Have I got news for you' team leader and occasional Imperial Leather plugger Paul Merton. Another uncanny coincidence, since Merton writes material for flamboyant performer Julian Clary, and the Passport Photo Resemblance Committee have studied Lucy and Julian's portraits and noticed... "Paul's best because he cracks up all the other comedians at the Comedy Store," explains Lucy.

CHOICE GAMES:MKII, Micro Machines 2, Dune II

OZ BROWNE

"Oh er, missus," said Oz to the question, immediately revealing his devotion to classic innuendo comedian Frankie Howard. Sadly, Frankie is another of the many comedians to suffer that intriguing phenomenon: death. Very much alive is Oz's second choice, 'Page Three Stunna' Gayle Tuesday, the Essex 'modele' with a Ford Fiesta and even more up front.

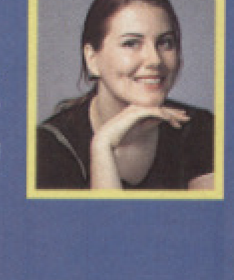
CHOICE GAMES:Alien 3, Super Streetfighter, Daytona

ANGUS SWAN

Gus has a soft spot for fat, foul-mouthed feminist Jo Brand, who refuses to shut her cake hole: "We're two of a kind really. Though I'm not quite as obese as 'Ms Beer and Tabs 1994', we share the same ironic sense of humour and a partiality to chocolate eclairs. I remember Jo telling us how she tried to lose weight by having her jaw wired up...but she got sick of trying to stuff Mr Kipling's raspberry fancies through the steel netting".

CHOICE GAMES:Theme Park, Battlecorps

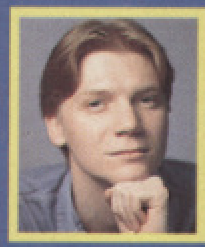
CLAIRE COULTHARD

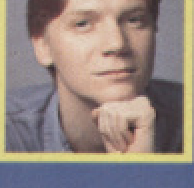


"French and Saunders are absolutely fabulous," says Claire. Actually, comparisons have been made between Britain's top female 'laffs' duo and the nation's premier Sega mag girlie pairing — Claire and Lucy. This is because at parties they both like to copy the sketches where F&S make a fool of themselves on the dancefloor. At least we think they're copying...

CHOICE GAMES:MKII, Battlecorps

PAUL BUFTON

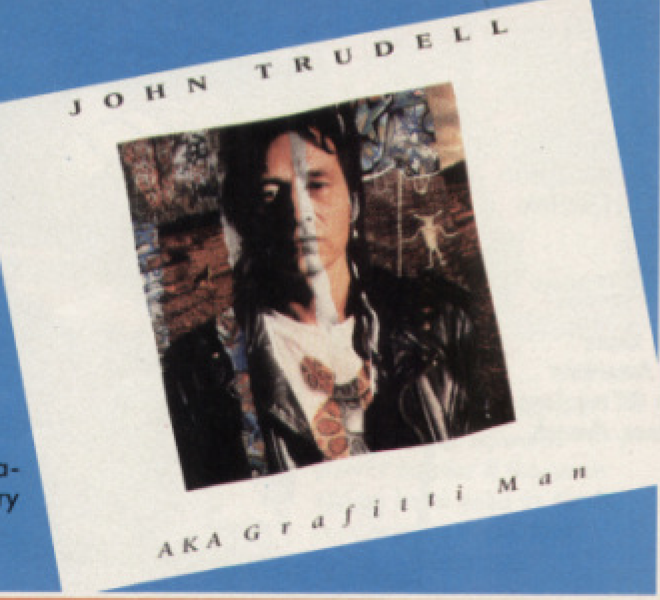




Eerily, Paul plumps for (obscure) American comedian Bill Hicks, who has also joined the legions of dead humourists. Bill's act involved going to the pub and getting tipsy. A lot. Which explains why he's entertaining the daisies now. On these shores he chooses the risque Julian Clary as laughmeister. With his taste for Cinzano, how long before he's pushing up the pansies?

CHOICE GAMES:MK II, Battlecorps

THE VINYL INSULT



After last month's plea, we're gratified that the crap CDs are beginning to trickle in. This month's vote goes to John Trudell 'AKA Graffiti Man' (sent by Dave Dent, Northshields). He's a musical red indian type, but he can't sing so he sort of mumbles profoundly to each dreary track. At least last month's entry had some prat interest.



MEGADR
FIRST GAMES FULL

- NEW GAMES
- BY SEGA
- MEGA 32

Cop a load of this! This is the future of video games — the Megadrive 32. MEAN MACHINES SEGA was whisked into Sega's UK offices as soon as the prototype arrived, and we can reveal the first details of the machine's imminent release.

The Megadrive 32 is the plug-in device revealed a few months back, and has been designed so it's fully compatible with the original Megadrive, the Megadrive 2 AND the all-new MultiMega. It's roughly the same size as a Game Gear, and requires a second power supply which plugs in the back. A November release date is still being pursued, and MEAN MACHINES can reveal that seven games will be available at the time of release. Virtua Racing Deluxe and Virtua Fighters are old news, but details of the latest projects make for exciting reading. However, Virtua Fighters isn't likely to become immediately available, and Daytona sadly probably won't make it to the system now. Catch a load of the following:

STAR WARS ARCADE

Inspired by the new Virtua Star Wars coin-op, this is a four-level shoot 'em up which will be a flagship for the new unit. As an X-wing pilot you play through a fully textured polygon environment to a climax at the Death Star. We are really hot about this one!

CYBER BRAWL

To complement Virtua Fighters, this really rough combat game (described as a '3D in your face smash-o-rama') will be an early Megadrive 32 game. 32-Bit power means the ability to zoom in and out of the action, incredible use of perspective and speed.

The boxes shown on these pages are from the American versions. Expect the UK versions to run along similar lines, though.

RIVE 32 ... Y REVEALED



DOOM

The classic PC hunt and kill game is to be ported onto Megadrive 32 almost in its entirety. Hailed as the perfect mix of graphical excellence and playability, Doom on the Megadrive 32 should have all the speed of the PC version.

STAR WARS ARCADE

SEGA GENESIS 32X DOOM NYR

▲ *Wow! Look at this! It's the Doom box artwork! Wow! I wonder if the game will be be as good as the PC. Let's hope so (Copyright Banal Captions Ltd).*

MORTAL KOMBAT II!

- NEW GAME
- BY ACCLAIM
- MEGA 32

As soon as the Megadrive and Game Gear versions of MK2 are complete, Acclaim are set to commission Probe to translate the games over to the Megadrive 32 and Saturn systems. A release date hasn't been set yet, but Probe are confident the resultant conversions will be arcade-perfect! That means that Megadrive 32 owners could well be the proud owners an arcade-perfect conversion — and one which could well be out in time for Christmas! Acclaim are keeping very tight-lipped about the 32bit versions, but it should be announced officially within the next few weeks. We'll be keeping a very close eye on this promising conversion, and as soon as there's something to see, you'll see it here...



RAWK AN' RAWLLLLL

- NEW GAME
- BY VIRGIN
- MEGADRIVE

As mentioned a while back, Interplay's Rock'n'Roll Racing is being converted to the Megadrive, with Virgin currently tuning its engine and adding the finishing touches to its stunning soundtrack.

Rock'n'Roll Racing is an isometric affair with the player choosing from a series of drivers and trucks before taking to a series of obstacle-laden circuits. As is the norm, the basic aim is to scoop as much prize money as possible by being the first past the post, and using the dosh to buy extras for your vehicle. At present, Rock'n'Roll is 30% complete, but a full preview should follow imminently.





FLIPPIN' MENTAL

- NEW GAME
- BY GREMLIN
- MEGADRIVE

Gremlin's sequel to Zool is now masquerading under the name of Mental Mayhem and should be hitting our screens some time in October. Details regarding the Ninja From The Nth Dimension's return are a little scarce, but Gremlin are opting for a more arcade/ adventure slant than before, with the player getting to grips with a series of object-related puzzles as they scour the scrolling play area.

DIDDLY-DUM, DE DIDDLY-DUM...

- NEW GAME
- BY SEGA
- MEGADRIVE

Although no longer on our screens, a little dicky bird tells us that Sega is busy putting together a game based on the BBC's most famous time-traveller, Doctor Who.

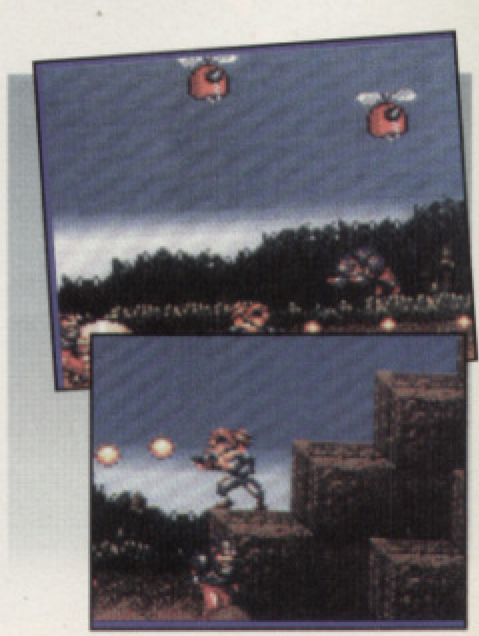
With the TV programme apparently about to undergo the Spielberg treatment and return to our screens sometime in the near future, Sega has taken delivery of a number of reference pieces to start putting together a background story.

What aspects of the 30-year-old programme make it into the proposed Megadrive game haven't been decided, but we'll have more details as they materialise.

MINI HEROES

- NEW GAME
- BY SEGA
- MEGADRIVE

One of the greatest Megadrive blasters of all time is coming to the Game Gear ... Sega announce an imminent conversion ... Gunstar Heroes. Once again the two m...opped killers are set to wreak havoc ...st all manner of bosses and alien baddies. ...s of appearance, Game Gear Gunstar ...ery smart indeed, but Sega UK has yet to ... game's release date. Our breath is well ...ly bated...





WHAT THE DIVIL...

- NEW GAME
- BY GREMLIN
- MEGADRIVE

It has been a little quiet on the Gremlin front of late, but the Sheffield wonders are busying themselves converting their PC arcade/adventure Lil Divil over to the Megadrive.

Divil stars a dog-like creature out to find an escape route from the labyrinthian play area based on Hades. A series of corridors form the core of the play area, but doors lead off into a series of sub-games which must be completed in order to advance towards an exit. As of yet, Divil is at a decidedly embryonic stage, but Gremlin are aiming for a November release

CARTOON CORNERING

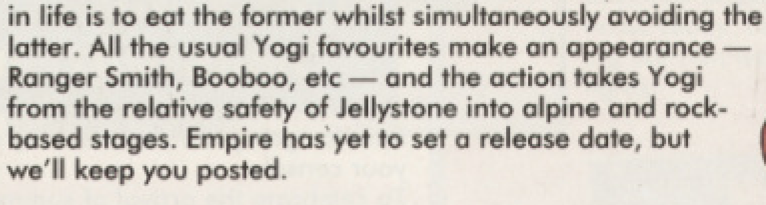
- NEW GAME
- BY EMPIRE
- MEGADRIVE

Readying itself for an Autumnal release is a Hannah-Barbera race game from Empire. The as-yet unnamed game, pits the likes of Top Cat, Huckleberry Hound, Yogi Bear and Quickdraw McGraw against each other in a weird cross-country race.
The precise nature of the game or characters Empire are planning to use hasn't been set, but it is believed Empire is planning to use a horizontally-scrolling play area in order to avoid comparison from Core Chuck Rally and Codemaster's similar Dino Racers.

PICKERNICKING

- NEW GAME
- BY EMPIRE
- MEGADRIVE

Hey-hey-hey, Booboo! Jellystone Park's most famous resident is about to hop, skip and jump his way onto the Megadrive, as Empire convert its Super NES game over to the system.
A scrolling platformer, Jellystone has been littered with a mixture of picnic baskets and deadly creatures, and Yogi's goal in life is to eat the former whilst simultaneously avoiding the latter. All the usual Yogi favourites make an appearance — Ranger Smith, Booboo, etc — and the action takes Yogi from the relative safety of Jellystone into alpine and rock-based stages. Empire has yet to set a release date, but we'll keep you posted.







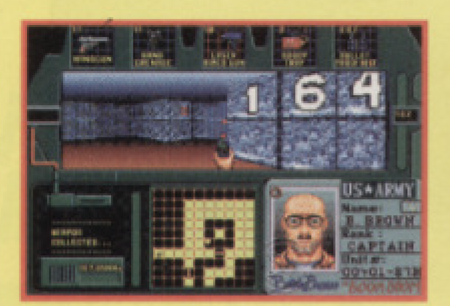
ZERO DOOM CLONE

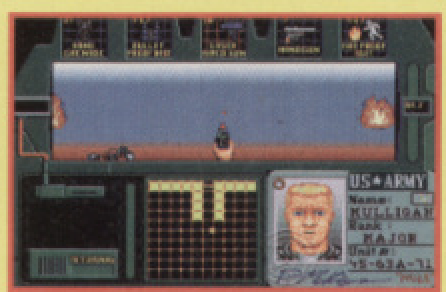
- NEW GAME
- BY ACCOLADE
- MEGADRIVE

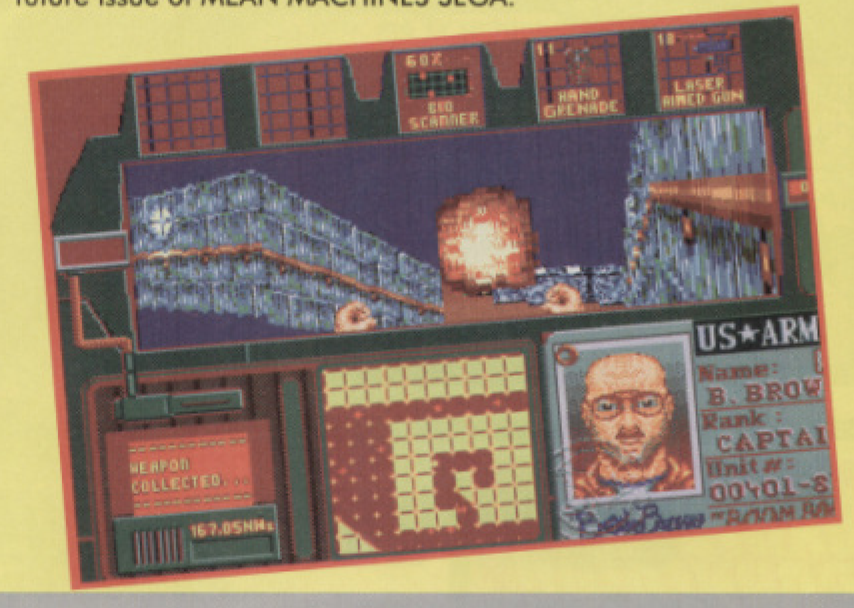
The PC blaster Doom has been riding high at the top of the charts for weeks now, and the MEAN MACHINES crew has been waiting in vain for a Sega version. We won't get an official one until the Megadrive 32 arrives, but in the meantime Accolade has popped up with a similar first person perspective shoot 'em up for the Megadrive — Zero Tolerance. You, as one of a crack US Army defence squad, have been dropped on a space station which hostile aliens and terrorists have taken over from where they plan to destroy the Earth.

The idea of the game is: If it moves, shoot it. To achieve this feat, you wander around the various levels of the space station, exploring rooms and corridors, entering lifts, going up and down stairs and nosing around the various nooks and crannies. There are numerous weapons to pick up to fend off the foes including rocket launchers, handguns, laser guns, shotguns, hand grenades and booby traps.

Due for release in the autumn, Zero Tolerance features 40 levels and although on its own it's a one-player game only, it's the first game where two players will be able to link up two Megadrives and play either co-operatively or competitively. This is already proving to be addictive stuff but we'll bring you a full review in a future issue of MEAN MACHINES SEGA.







▲ ***We really like Doom. It's about the only reason we'd use a PC. There's something about using a chainsaw in a video game — I think we're a bit sick.***

VIRGIN GET LUCASARTS!

- NEW SIGNING
- BY VIRGIN
- ALL FORMATS

Those crafty beggars at Virgin have swooped in and secured a deal to release every Lucasarts game for the foreseeable future! The chaps behind Zombies for Konami and the Monkey Island series, Lucasarts have a reputation as one of the leading console and CD developers.

The first games to see the light of day as part of the deal are likely to be the long-awaited Rebel Assault, with the Mega-CD version of Monkey Island officially released at long last. Details of anything past these, though, has yet to be announced. Needless to say, our ear is stuck to the ground for more info...



WIN! VORTEX BALLS GALORE!

- COMPO
- BY VIVID IMAGINATION

It's summer and the days are getting longer. Dogs are out crapping in the park, and numerous kids are whining because they can't have another 99 with an extra Flake. Even so, it's a perfect time for going out and catching a few rays in between sessions on your console.

To celebrate the arrival of summer, we've got 10 Vortex Balls to give away as a bit of a laugh — courtesy of Vivid Imagination. A Vortex Ball is basically a rubber mortar bomb which is aerodynamically designed to give the user better throwing powers. They work, too, as poor old Tom Guise from Sega Mag has found out to his cost! If you want to win one, send us a photo of a member of your family in their most ridiculous beach wear — the dafter, the better. We'll print them, and you can have a prize! Simple, eh! Mark your entries:

BEACH BUM ALERT!
MEAN MACHINES SEGA
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU



▲ ***Not a moment goes by without someone in the office being hit by one of these... Ouch!***

JOBE RETURNS

- NEW GAME
- BY SCI
- MEGA-CD

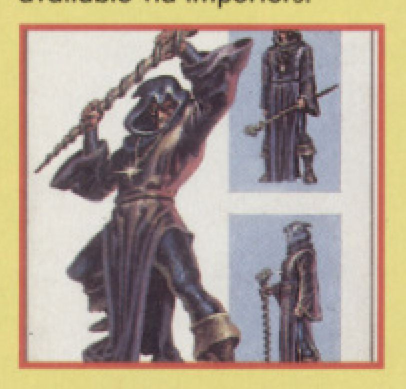


Even though SCI's Mega-CD conversion of The Lawnmower Man (revealed exclusively in our three-page work in progress elsewhere in this issue) hasn't hit the streets yet, the Battersea-based firm are already working on a pair of CD sequels.
Whilst the third game hasn't even been given a name yet, the second has been christened Cyberwar, and sees Angelo once again entering Jobe's VR lair to try to end his menace. However, Jobe has created a series of mean mates — including a gun-toting reptile called Ernie.
Rumour has it that once again its unto the breach of platform and puzzling action with rendered sprites being the order of the day but we'll bring you more info when we get it.

ETERNALLY YOURS

- NEW GAME
- BY SEGA
- MEGA-CD

Fans of Sega's Eternal Champions will be pleased to learn that four new characters are on their way — but only on the forthcoming Mega-CD conversion. Sega has tweaked the existing cartridge version and the result is this souped-up CD.
More effort has been put into making the game's computer-controlled fighters more intelligent, and each character will also benefit from more moves. What's more, Sega have also hidden two extra characters in the game, but finding these is believed to be extremely tough.
Eternal Champions CD has a provisional release date of October, but it may only be available via importers.



DINNA-DINNA-DINNA-DINNA

- NEW GAME
- BY SEGA
- MEGADRIVE

Fans of Batman's new cartoon adventures will be jumping out of their Batpants, as Sega unveil a new Megadrive caper starring both the Dark Knight and young Robin. As far as we understand it, the game is a platformer, with the dynamic duo taking on Gotham's finest foes: ie The Riddler, The Penguin and, of course, The Joker. Expect plenty of cartoon-quality graphics, and Pows and Kabooms galore. It'll be swooping down just in time to land in your Chrimbo stockings — ironic really, considering Batman wears tights.



POWER RANGERS

- NEW GAME
- BY SEGA
- MEGADRIVE

Anyone daft enough to be out of bed by 9:30 during the school holidays will already be familiar with the Mighty Morphin' Power Rangers. A gang of American teens with nothing better to do, they don silly crash helmets and suits and battle the forces of evil. In between flossing their teeth and having bonding sessions, that is.
Sega are set to offer you the chance to become one of the mighty morphers as they unleash a Power Rangers game later this year. There's no firm details as of yet, though, but rest assured we'll have more info as and when it becomes available.

GOSSIP

Whisper, whisper. Oh yes, the Sega gossip channel is as busy as ever with those jolly chaps at Konami our first port of call. Word reaches us that the ever-busy Japanese development team are currently playing every race game they can find as they start work on a new 3D racer. There's no release date as of yet, but we'll be checking Konami periodically for fresh skidmarks. On to Sony now, who have recently acquired the licence to Kenneth Branagh's forthcoming **Frankenstein** film. There's no details regarding what the game will look like, but apparently the film is looking pretty smart. Let's just hope Robert DeNiro's method acting skills don't see him stitching different body parts on to his!
Over at EA, the Langley lads and lasses are rumoured to be looking into arcade development. Expect an announcement soon, but their biggie of the year — **Shaq-Fu** (featured this ish) — is rumoured to be one of the first.
On the Sonic front, word reaches us of a proposed idea for **Sonic 4** whereupon, old Sonic carts can be plugged in and 'remixed' into new levels! Nothing concrete yet, though.
Actually, innovations on the cartridge front are starting to happen as Capcom are rumoured to be releasing updated conversion of their first three **MegaMan** games for the Megadrive. Similarly, we also hear that Telstar are set to bundle Micro Machines, F1 and Road Rash onto one cart. Again, however, it's just what a little bird told us...
We're also hearing stories that Mancunian giants, Ocean, are taking a long hard look at the Sega market with the intention of acquiring a Sega licence. Full details, however, have yet to be confirmed by them, though. Well, that's all for this month, see you next month with a larger CES gossip bonanza...
Pip pip.

WIN! MORE BASKETBALL VIDS!

- COMPO
- BY FOX VIDEO

With the advent of Tiny Toons Acme All-Stars, the current Basketball fever shows no sign of abating. Ever ones to realise a trend, FoxVideo are on hand to unleash another slam-dunking video on to the unsuspecting public.

Chicago Bull Three Peat follows the Chicago Bulls as they swept to snatch their third consecutive NBA championship. Not only do you get to see their on-court prowess, but the video also takes you behind the scenes with insights into training and pep-talks. If you're a Basketball nut and want a copy, you can either buy it or win one of six we have on offer. Once again, dear readers, it's question time...

Which of the following is not a professional Basketball player:
A. Charles Barkley.
B. Hank Marvin.
C. Michael Jordan.

Now write the answer on the back of a postcard and send it to:
HOOPS-A-DAISY COMPO,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

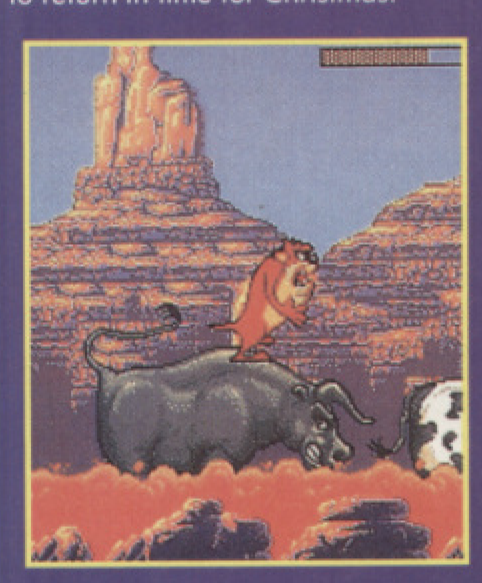
SEGA CATALOGUE

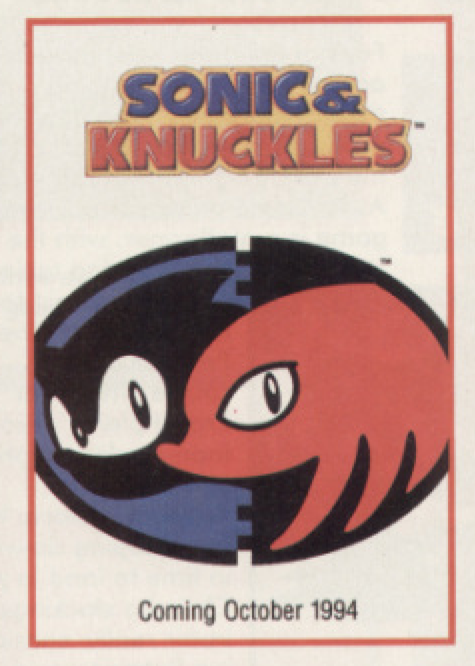
TAZ AUTOMATIC

- NEW GAME
- BY SEGA
- MEGADRIVE

Following his lengthy Megadrive vacation, Taz is set to return in a new platformer. Taz: Escape From Mars is a six-level game which sees our whirling hero locked away in a zoo on the planet Mars.

Using his incredible spinning skills, he has been left to make his way home, taking in the sights of Mexico, a haunted house, and Atlantis along the way. Taz boasts new special moves which, amongst others, allow him to plough through walls and spin up walls. A 16-MEG cart, expect Taz to return in time for Christmas.





Coming October 1994

SONIC VS KNUCKLES

- NEW GAME
- BY SEGA
- MEGADRIVE

Sonic's back! And this time he's battling Knuckles as the spiky twosome get to face-off in a game of their own! Lining up for an October release, Sonic Vs Knuckles is believed to be another platformer, but Sega are more tight-lipped than somebody who has just eaten 200 chilies. Ah well, more news next issue...



ENTERTAINMENT USA

Jaz reports on what's going on in sunny Calif-for-neeeeeeay...

Greetings from the land of shake and bake! Having been through a couple of earthquakes (believe me, it wasn't anything as bad as the news would have you think), I thought it was time to get off my lazy fanny (that's the American word for bum) and tell you what's going on here in the hazy, crazy world of US video games.

And the answer is, not a lot. Not at the moment, anyway. The Chicago CES Show will have been and gone by the time you read this, and that's when the companies like to surprise everyone by unleashing their best products on to an unsuspecting public. Consequently, there's slews of mediocre stuff coming out right now, with all the really good stuff being kept under wraps until the end of the month... bah!

Still, that's not to say that there's nothing going on. The really big rumour that's currently sweeping through the US games industry like wildfire started, in all places, in top financial US newspapers, and claims that EA and Acclaim are about to merge! Whether or not this is true remains to be seen, but if it does happen, it would make for one awesome mega-company. I'll keep my ear to the ground for further developments...

On the games front, the hot news is all about the latest Saturn games, even though they're still in a very embryonic stage at the moment. Most stuff you'll already know about, but there's also a rumour circulating that Saturn Virtua Fighting will feature more moves and better playability than the arcade version! This is because, surprisingly, the coin-op wasn't that successful, beaten to the takings by Super SF and MK2. Speaking of those two monster fighters, Super SF is out here in July, and MK2 follows a couple of months later. Super is looking well tasty, but weighs in at a vast 40-MEG, and MK2 is equally hot at a lower 24-MEG. Which will sell the most? Personally, I reckon it'll come down to the price.

Another rumour is that Sega have Sonic 4 ready to rock 'n' roll for September. It'll feature more platforming action but this time with a rather neat idea: you can plug previous Sonic games into the Sonic 4 cart and it remixes them! This sounds a laff and a half to me, and if the rumours are true it would bring new life to all those past Sonic carts.

Other hot things States-side, are Namco's Nebularsay coin-op, the last episode of Star Trek: TNG, which is a stunning two-hour episode called 'All Good Things...', and the forthcoming Trek spin-off, Voyager. On the movie front, Mel Gibson's Maverick is really great, Beverly Hills Cop III is more of the same, but worse. The Crow is topper, but the biggest disappointment is The Flintstones which is cheesier than a feta-filled Sumo warrior's jockstrap. Also, Speed — a new Keanu Reeves film, about a booby-trapped bus is brilliant. And it has got Sandra Bullock from Demolition Man in it! We've also got True Lies coming up soon which sees Arnie and James Cameron teaming up — and looks stunning. What's more, Arnie and Cameron are soon to start work on T3 which has a $150 million budget and even more spectacular FX. I can't wait!

Anyway, I'm off for some more beach-related excitement, and will be back next month with more news and gossip from the CES show.

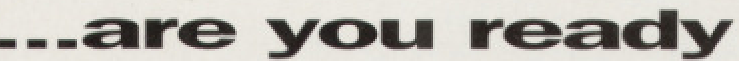
See ya!
Jaz

MARVEL COMICS

"Totally awesome ...it's an absolute monster..."







for a SCREEM test?



1. Insert cartridge

2. Nail down all valuables

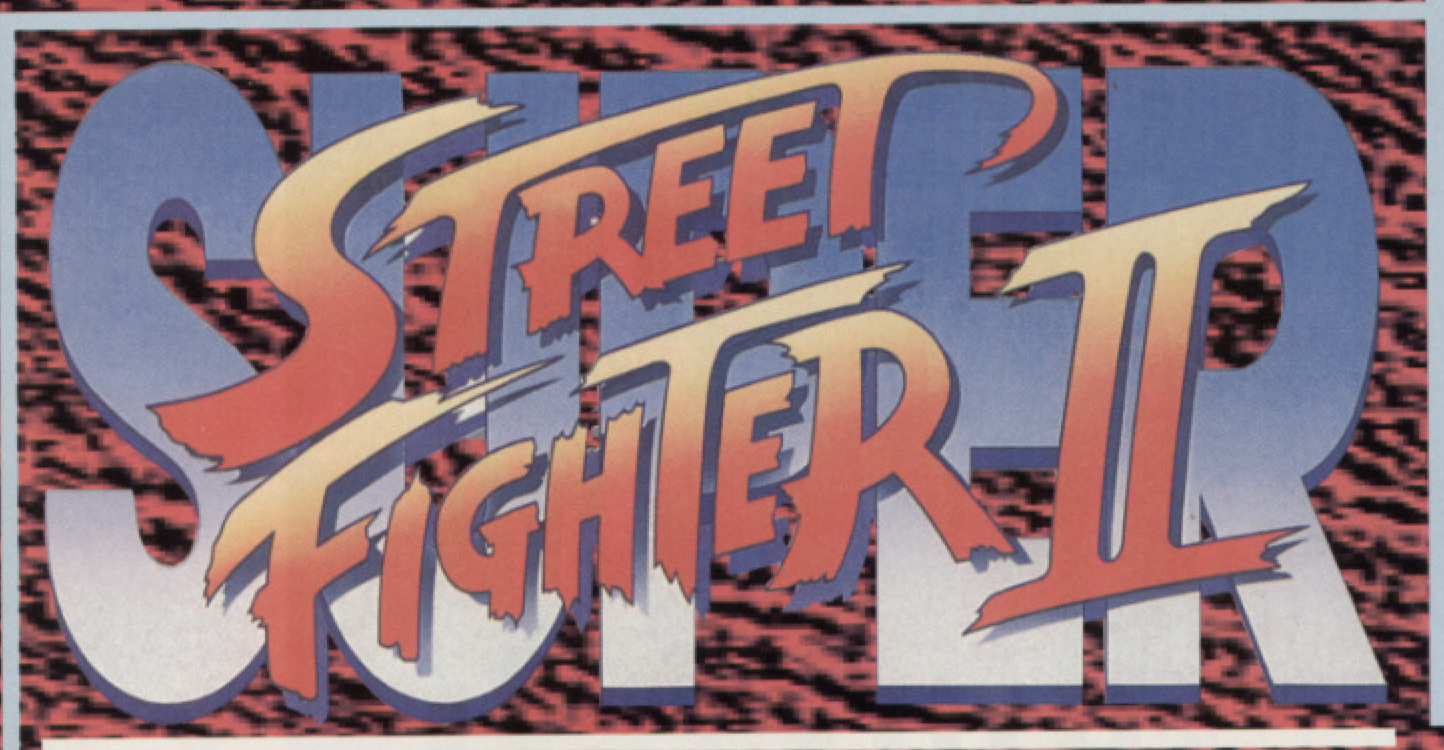
3. Press start

Get into a **RAGE** and the bicep-bulging action begins as you get to grips with The Leader™ and your deadliest foes, including the thick-skinned Rhino™, Tyrannus™, Absorbing Man™, and Abomination™, The Incredible Hulk™, with 5 pumped up levels, eye popping 3-D graphics and pulverising special effects,

......it's **HULKING** great.



AVAILABLE ON - MEGA DRIVE, GAME GEAR, MASTER SYSTEM & NINTENDO® SUPER NES.



DEE-JAY

NATION: JAMAICA
STYLE: KICKBOXING
PROFILE: There is a precedent for Dee Jay's vibrant mix of fighting and entertaining: our very own boxing panto dame Frank Bruno. However, Dee Jay shows infinitely more taste in his choice of training pants, and an infinitely greater chance of winning a round. Stringing his diverse specials together makes for some flamboyant fighting. Some of his throwing isn't pretty, but it's certainly effective. A quirky new creation.

Japanese company Capcom are gearing up for the release of their flagship title of 1994, Super Streetfighter II — an update of their 1993 flagship... Oblivious to accusations of refitting old vessels instead of laying new keels, the conversion may be proving trickier than anyone thought. Gus investigates the phenomenon.

An upsurge in playground violence, spotaneous human combustion in amusement arcades, an avalanche of 'players' guides'. Are these to be the symptoms of another bout of Streetfighter fever with the Megadrive launch of the Super edition this autumn? Or has this particular malaise run its course?

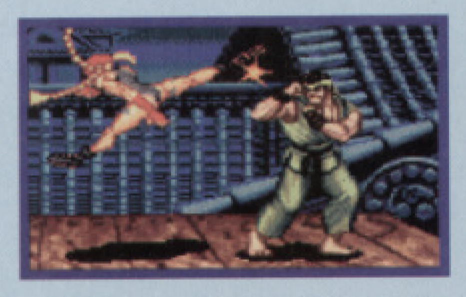
Capcom are banking on us relapsing into enthusiasm for their World Warriors, who were partly responsible for the surge of interest in video games in 1992 that resulted in the current console market. Streetfighter II is the Coca Cola of video games, the original and, so we're led to believe, still the best.

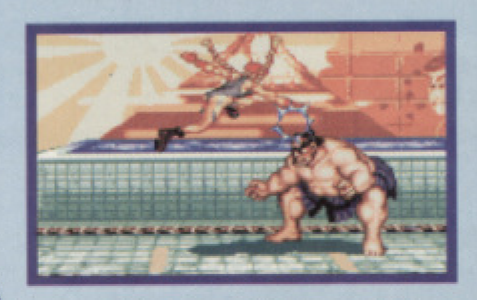
The format for the Super edition hasn't altered much, in the same way the Super coin-op was at heart an enhancement of the Champion Edition. In spite of minor improvements in graphics and sound, the main difference is the inclusion of four new characters, most of whom have made themselves popular with arcade players across the globe.

Such is the anticipation, amongst magazines at any rate, to get hold of Super..., some publications have jumped the gun by advertising unfinished product as review standard. As we understand it, from Capcom themselves, Super Streetfighter simply isn't finished. The EPROM pre-production version fills upwards of 40MEG of memory, with some significant work still to do. With a target price of £60,

CAMMY

NATION: UNITED KINGDOM
STYLE: UNARMED COMBAT
PROFILE: If a woman sits at the head of MI5, is it any surprise with have a female representing UK Special Forces? Cammy delivers a dose of tough medicine with the help of her classic Doc Martens. She's a lively gal and has a leggy style all her own, with some kicking specials. Cammy's weakness is her frequent vulnerability when performing combination moves.





▲ *Her leg reach far exceeds her punch range.*

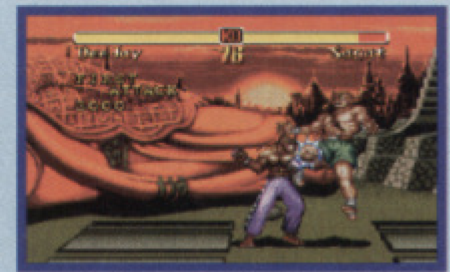




▲ *Cannon drill in action, but it leaves her vulnerable.*








▲ *The Double rolling Hook kick. Sounds fabulous; IS fabulous.*

▲ *Dee Jay's quirky two-stage punch.*

▲ *Air ballet is what Dee Jay does best.*

some of these chips may have to disappear.

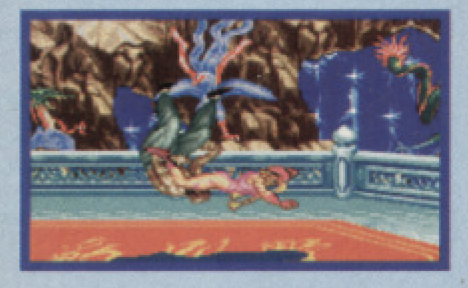
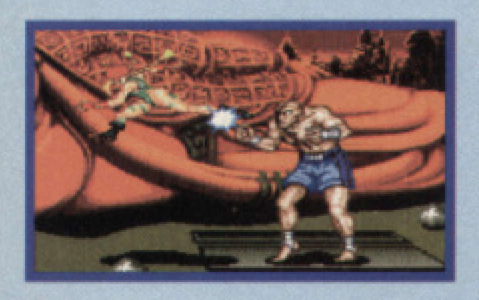
The true challenge of this conversion lies in reducing the code down without losing any of the enhancements. Also, the intensive work on a combat game comes after all the coding elements are in place. It's playtesting and intricate work on character's AI and animation routines that create classics like the original Streetfighter... and some of the dogs we've seen at MEAN MACHINES. Capcom are wagging the tail furiously so this won't happen.



Games action ahoy in this action packed screen shot

FANTASTIC FOUR

Like the Eurovision Song Contest, the ranks of the competition seem to swell each year in Streetfighter. For the Super Edition there are four new fighters, none of which should be overlooked or underrated. Judge for yourself.

▲ *Games action ahoy in this action packed screen shot*

SIMPLE PLEASURES

Streetfighter started as a simple concept, and grew from there. The principles of the game are still so basic as to attract anyone to the game. Two characters start just out of each other's reach, and with a bit of experimentation you realise they can do horrible things to one another. These range from a knee in the groin and a punch in the chops, to something more imaginative like a yogic fireball or Sonic Boom. The first rung up the ladder is learning the combinations of movements needed to pull off these 'specials'. That's only the beginning of the learning process. Winning at Streetfighter is a matter of drawing all the character's attacks, minor, major and special and combining them to annihilating effect. In effect, getting inside the character as much as possible. That explains why most people dedicate themselves to a favourite fighter at some stage.

BEHIND THE SCENES

The game is visually impressive, but many of its subtle strengths are missed by virtue of quality programming. Super Streetfighter still uses sketch rendered sprite images, rather than the digitised fighters of Mortal Kombat. Giving the game a more cartoony look, it's easy to miss the vast range of animations that go into every character. These have been substantially updated since the original SCE Edition. Existing moves have been re-animated along with the new attacks shared out among the dirty dozen warriors.

FEI LONG

NATION: HONG KONG
STYLE: KUNG FU
PROFILE: He shared the dream of every young Kung Fu practitioner: to be a fighting movie star in the Bruce Lee mode. But his seriousness and sobre character (plus the fact he has a face like a slapped ass) means he's never going to make it onto celluloid. Fei Long has a jittery temprement, and his jumpy style takes some getting used to. But he is, by common consent, the best of the new intake.







▲ *Fire Fury kick. Brings new meaning to the term 'flared trousers'.*

▲ *The Blazing flame punch (top) is a three stage-page-three-stunna.*

MAJOR TO MINOR

There's not much to say about Super Streetfighter except that it's going to be a very close conversion. Arcade players may suprised to find the Tournament Mode is finding its way in, allowing a play-off between eight human contenders. Only the most minor details are rumoured to be missing, including the secret kit colour select. But with seven other shades to choose from, can you really complain?



THE FULL MONTY

MEAN MACHINES hopes to bring you a full and comprehensive review of Super Streetfighter in the very next issue. Don't miss details about this four that you'll never get elsewhere, and all the changes of the conversion documented.

T. HAWK

NATION: MEXICO
STYLE: INDIAN WRESTLING
PROFILE: This authentic Mexican indian wouldn't be seen dead buying Tortilla chips from Medomsley Rd, Consett. A brooding hulk of a man, he has the ugly hawkish features of his name, and some aptly swooping specials. Probably closest to the original fighter Zangief, the Russian wrestler, in playing feel (which means rather slow and irritating). T.Hawk slow fighting pace, with power taking precedence, is likely to endear him to only Streetfighter specialists.





▲ *Hawk's uncannily hawkish swoops.*





▲ *The revolutionary Mexican Typhoon.*

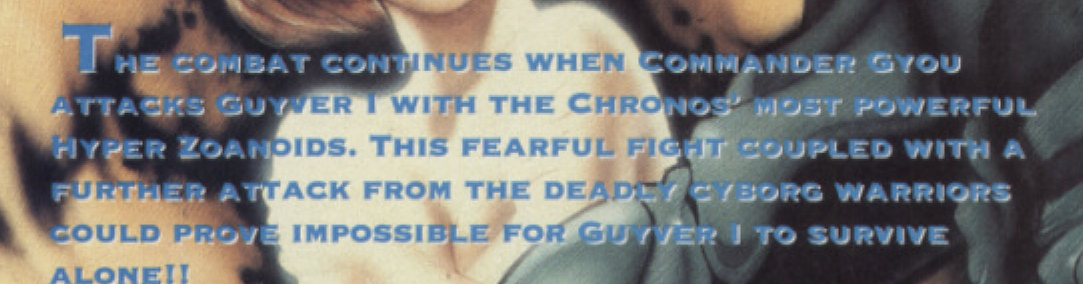
ATTACK OF THE HYPER ZOANOID - TEAM 5

DATA 4



THE FOURTH INSTALMENT OF A 12-MONTHLY FIX, AVAILABLE FROM 11 JULY 1994,

THE GUYVER *IS* THE UK'S FIRST MONTHLY VIDEO-COMIC





RESERVE YOUR COPY OF THE NEXT EPISODE AT:
VIRGIN, HMV, WH SMITH, OUR PRICE, SAM GOODY, JOHN MENZIES, GAME LTD, WOOLWORTH, FORBIDDEN PLANET, BEATTIES/VIRTUAL REALITY AND ALL GOOD VIDEO AND COMIC SHOPS.

COLLECT ANOTHER INSTALMENT OF "HELLKATT"
a unique comic-strip series from Tony Luke & Alan Grant two of the comic-world's most talented contributors

COLLECT ALL 12 EPISODES
EACH EPISODE ONLY £5.99 SRP

MANGA VIDEO

A Division of Manga Entertainment Limited.
An Island International Company



BACK ISSUES

JANUARY 94 ISSUE 15



FEBRUARY 94 ISSUE 16



MARCH 94 ISSUE 17





APRIL 94 ISSUE 18



MAY 94 ISSUE 19



JUNE 94 ISSUE 20



JULY 94 ISSUE 21



PLEASE SENT ME THE FOLLOWING BACK ISSUE(S)

- FEBRUARY 94 ISSUE 16 ☐
- MARCH 94 ISSUE 17 ☐
- APRIL 94 ISSUE 18 ☐
- MAY 94 ISSUE 19 ☐
- JUNE 94 ISSUE 20 ☐
- JULY 94 ISSUE 21 ☐

I ENCLOSE CHEQUE/ POSTAL ORDER MADE PAYABLE TO EMAP IMAGES FOR
£.........................

FOR PAYMENT BY CREDIT CARD
MY VISA/AMEX/DINERS CLUB CARD
NUMBER IS ....
EXPIRY DATE.................................

UK RATE £4.95 PER MAGAZINE. OVERSEAS £5.95 PER MAGAZINE.

NAME...
ADDRESS..
....

PLEASE SEND THIS COUPON WITH YOUR PAYMENT TO MEAN MACHINES SEGA, BACK ISSUES DEPARTMENT, TOWER HOUSE, SOVEREIGN PARK, LATHKILL STREET,LEICESTER, LE16 9EF.



COMPETITION

JOE COOL JEANS













Design your own jeans & WIN A PAIR made to your design

HOW TO ENTER

- Send your entry on an A4 piece of paper to: Joe Cool Jeans 58, Bury New Road Manchester M8 95J
- Offer extended.
- Winners will be notified by post
- No Purchase necessary
- Judges decision is final
- No correspondence will be entered into
- No employees of Joe Cool Jeans or Emap Images or their relatives may enter.

NAME ....

ADDRESS: ....

....

....

POSTCODE ....

AGE: ....

TEL No: ....

WORK IN PROGRESS



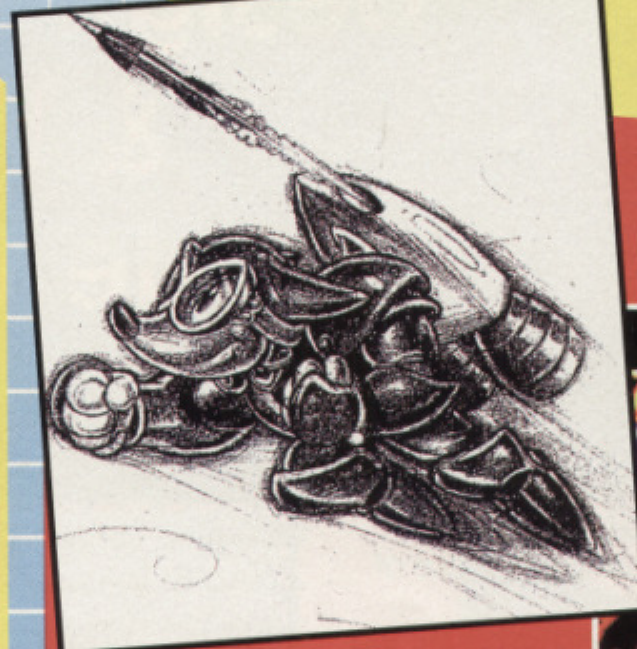
Sonic has just completed his third instalment, EA's Desert Strike is set to appear in its new urban environment, and yet another Street Fighter game is on its way. This new bout of 'Sequelitis' has even reached Konami, as this October sees the return of Sparkster the Rocket Knight in an all-new platformer. Steve Merrett straps himself in...



In a computer game world dominated by more platforms than a Gary Glitter concert, new video game heroes come and go. The Pink Panther was far from rinky-dink, Shinobi's Joe Mushashi has taken early retirement, and the less said about the likes of Chester Cheetah and Captain Planet the better. In fact, in the last year or so, only one platform-leaping hero has really endeared himself to the Megadrive-using fraternity: Sparkster. Unbelievably, it has been a mere nine months since the sword-wielding Opossum made his debut, and as the countless waves of platform flotsam threaten to swamp us all, Konami are readying their little Rocket Knight for a second outing. With barely a chance to catch his breath after the mayhem of the first game, Sparkster: Rocket Knight Adventures II follows on from where its predecessor left off.

With the Pigstar destroyed, the expected tranquillity which normally follows such adventures never arrived. Instead, with the world of Elhorn still in disarray, the black magic-practising Devotindos Empire used their dark spells to control the minds of the people of Elhorn as they use the planet as a stepping stone in their quest for galactic supremacy. King Gedol, tyrannical ruler of the Devotindos race, senses Sparkster could be the only thing to jeopardise his plan and consequently puts a price on the Opossum's head. As such, not only must Sparkster save Elhorn, but himself, too...

PROJECT
SPARKSTER
PUBLISHER
KONAMI
INITIATED
JANUARY '94
RELEASE
OCTOBER '94
FORMAT
MEGADRIVE
DEVELOPERS
IN-HOUSE



▲ *In his original pencil sketch guise, Sparkster had been given a harder edge than the final sprite. Discuss.*



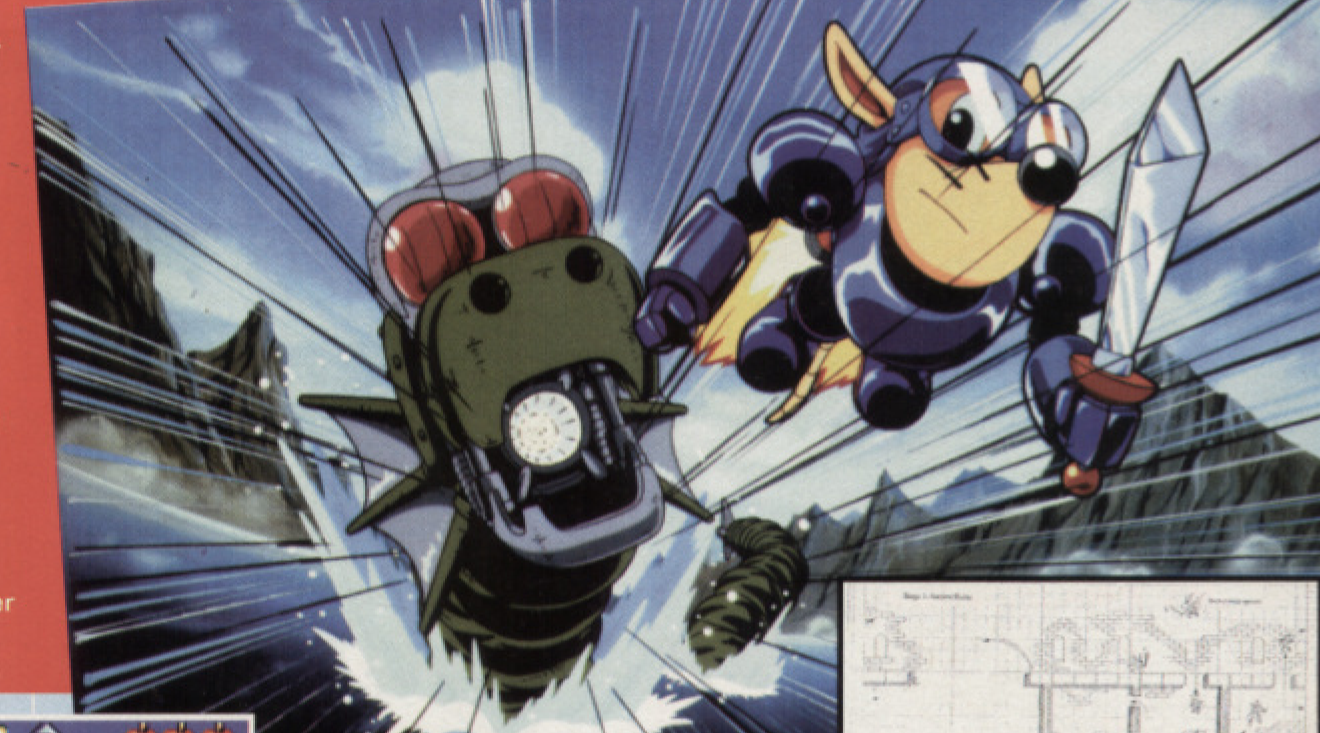


ARKSTER

TKNIGHT ADVENTURES 2

PACK IT IN

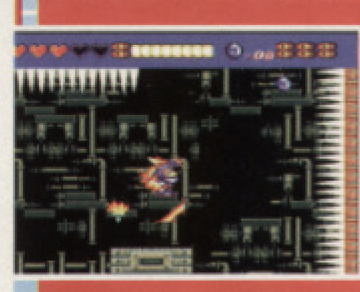
Whereas it took valuable seconds for Sparkster's jet-pack to warm up in the first game, for the sequel our hero boasts a considerably more advanced device. A coloured energy bar is displayed at the top of the screen, and fluctuates between red and white whenever the rockets are activated. When the bar is red, Sparkster performs all the usual thrusting actions of the first game, whilst waiting for the bar to fully power-up into the white zone adds a devastating spin attack to his repertoire. Similarly, other new moves include skimming across water and around corners, and a move which sends him twisting furiously across the screen — and which proves rather handy for dismantling one of the early bosses...











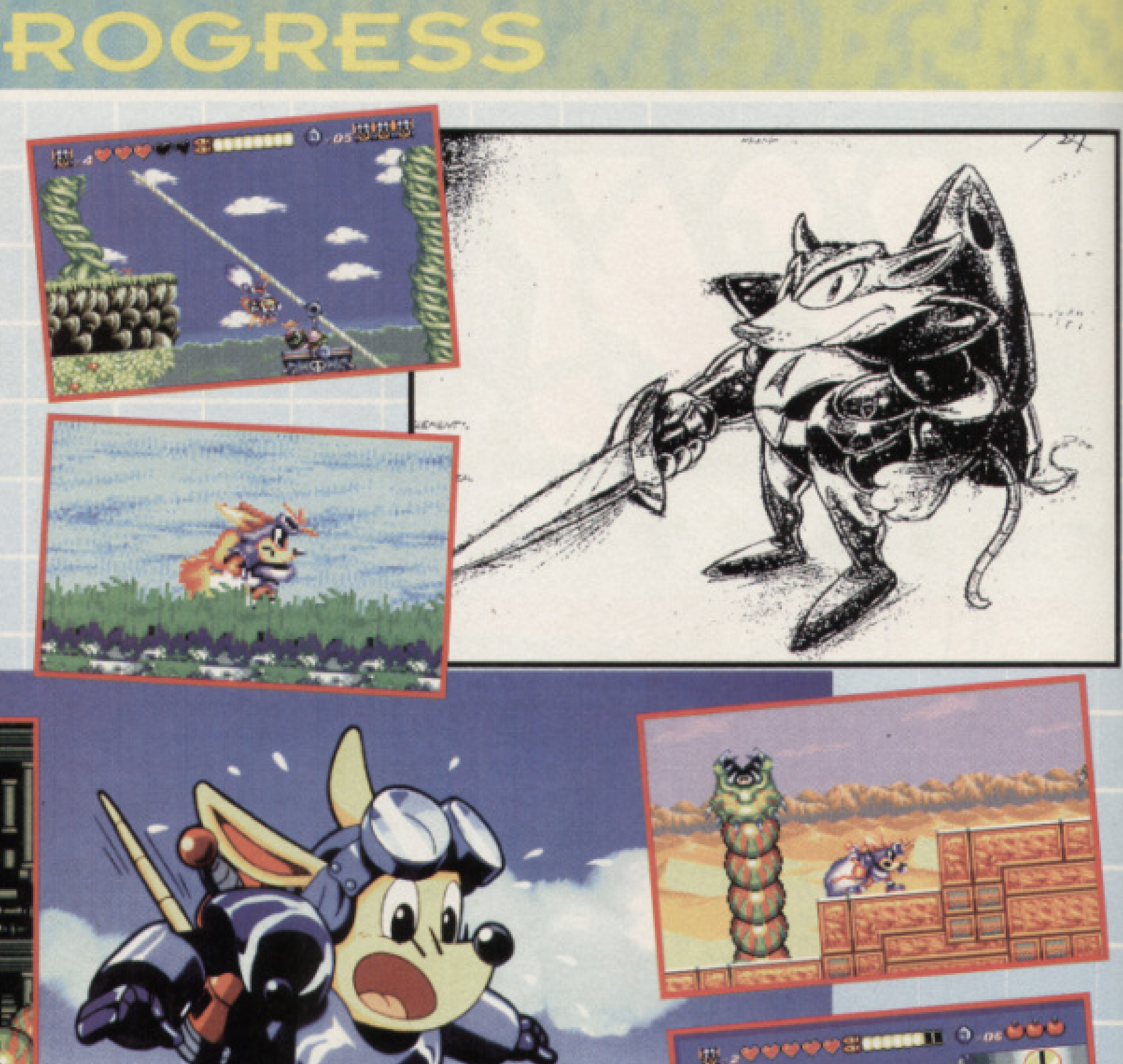


WIN! WIN! WIN!

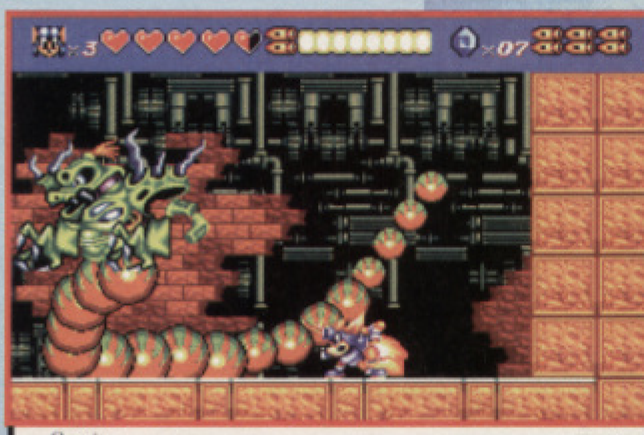
Power-ups play a major part in getting Sparkster into Gedol's lair, but Konami have added a slight twist to the theme with a 'Bonus Fruit Machine.' Whenever Sparkster stumbles across a caches of goodies, three reels located at the top of the screen spin and slow down to reveal a mystery jackpot bonus which drops from the top of the screen into the play area. The objects dropped include the customary energy boosting food and extra lives, but more handy devices include an icon which doubles the power of the little Opossum's sword.

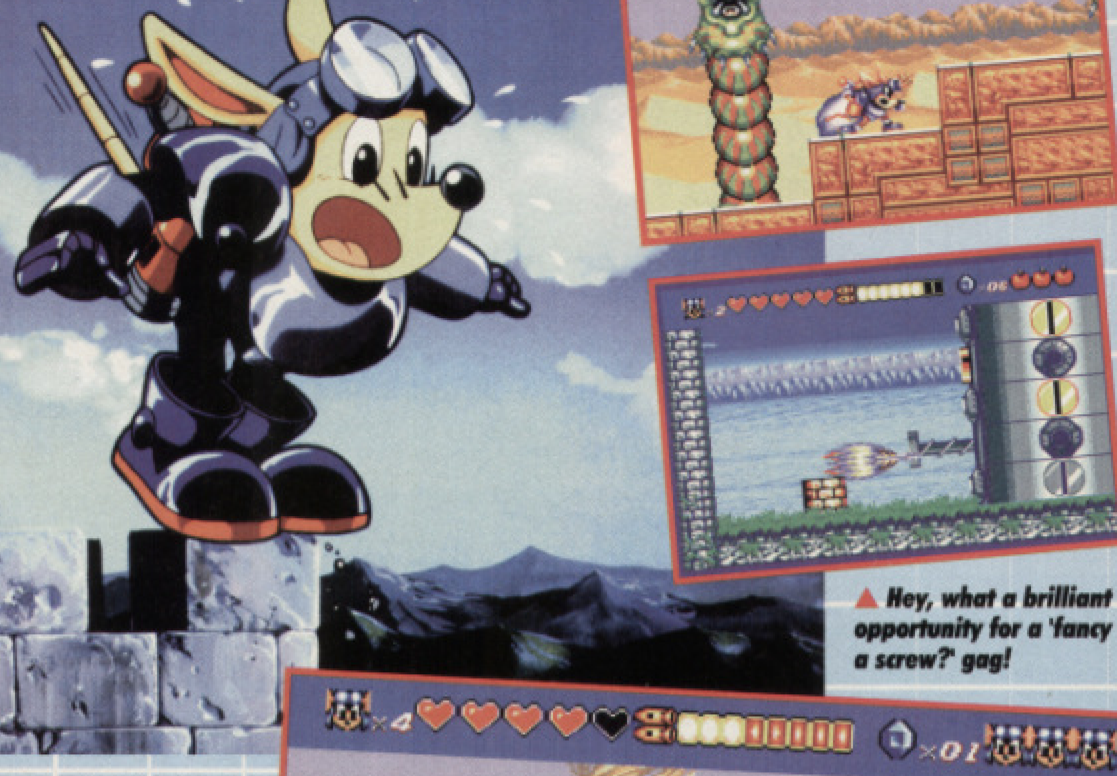
PEEK-A-BOO...

Konami sketched every aspect of Sparkster out on paper before they started piecing together the game code. Each character you encounter in the finished game has been given a name — including a dilapidated robot called Bermuda and another named Racoon 'Plus' — and the levels are similarly drawn out in full so the programmers can keep to their original intention of making the levels as non-linear as possible. As a result, whilst it is possible to whizz through Sparkster's eight worlds and reach Gedol once you know the direct route, there are numerous hidden bonuses and locations which contain all manner of extra goodies

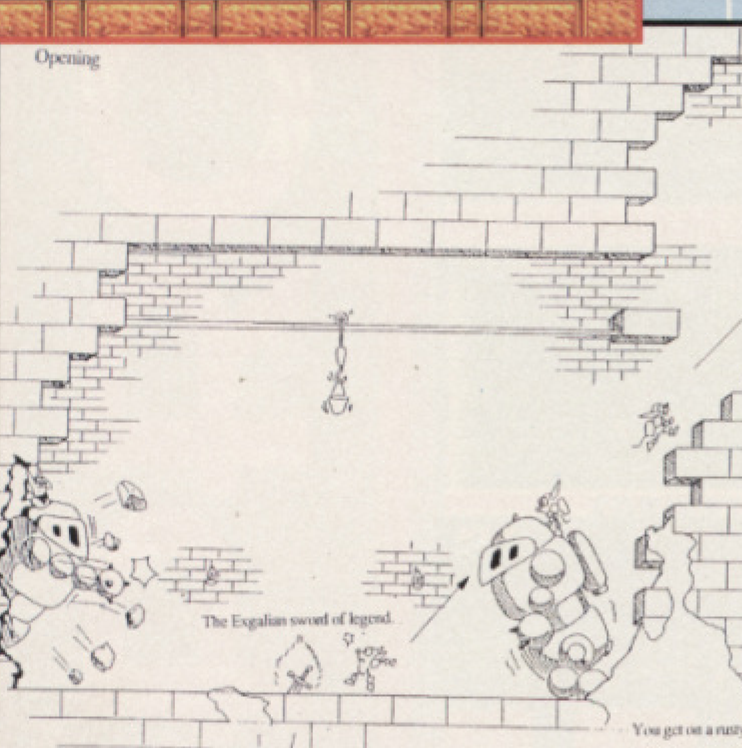


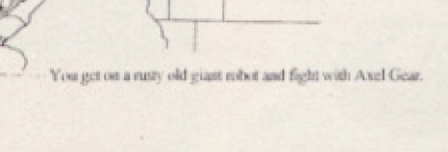


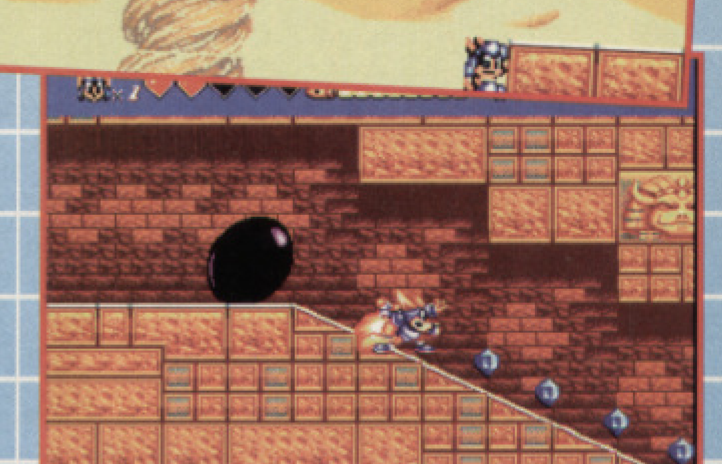




▲ Hey, what a brilliant opportunity for a 'fancy a screw?' gag!





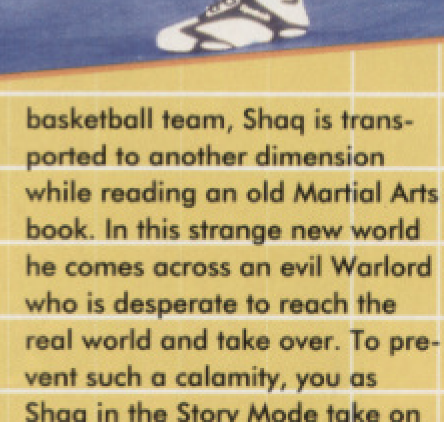


SHA

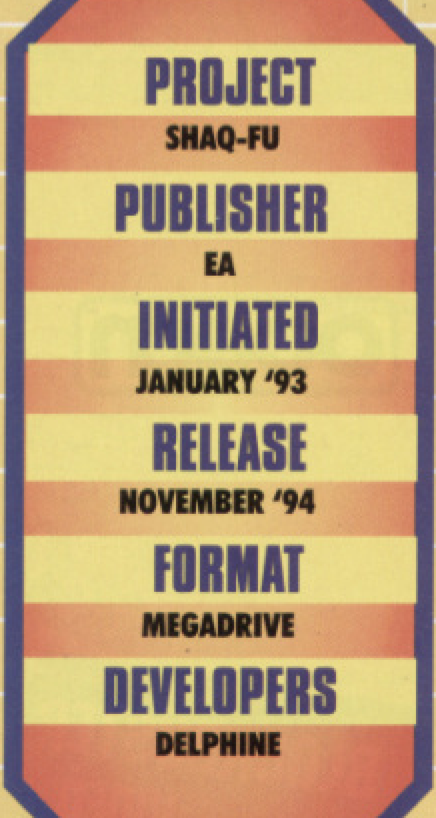
When EA shipped Lucy Hickman over to gay Paris for an exclusive peak at the Delphine-developed Shaquille O'Neal Megadrive game she fully expected yet another basketball jaunt (he is a world renowned basketballer, after all). What a shock then to be confronted with a beat 'em up without a bouncy ball in sight.

Even if who're not a basketball freak, you'll almost certainly have heard of Shaquille O'Neal. At just 21, this guy has really put himself about. As well as being the star player of the Orlando Magic basketball team, he's making a name for himself in the world of music with a well-received debut rap album, has starred in the film Blue Chips with Nick Nolte, published his autobiography and, of course, appeared in the recent Pepsi ad. So it seems rather natural that he should progress to starring in his own video game. But how come EA has opted for a beat 'em up and not a basketball game?

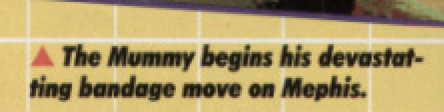
EA producer, Don Treager, whose past achievements include NBA and PGA games, explained: "We approached Shaq really with the idea of a basketball game like Shaq Vs Jordan but I read that Shaq loved crime movies and has a very street image through his rap. Shaq Fu is his rap name — his street, urban name. It just struck me this could be interesting for a fighting game. We were unsure his agent would let us do this but on talking to Shaq personally, he loved the idea. It's not Mortal Kombat, we're not ripping out human spines, we're fighting fantasy creatures and monsters with a kind of a Batman-like background to it." Ok, so what's the game all about? Yes folks, it's scenario time...



While touring Japan with his basketball team, Shaq is transported to another dimension while reading an old Martial Arts book. In this strange new world he comes across an evil Warlord who is desperate to reach the real world and take over. To prevent such a calamity, you as Shaq in the Story Mode take on







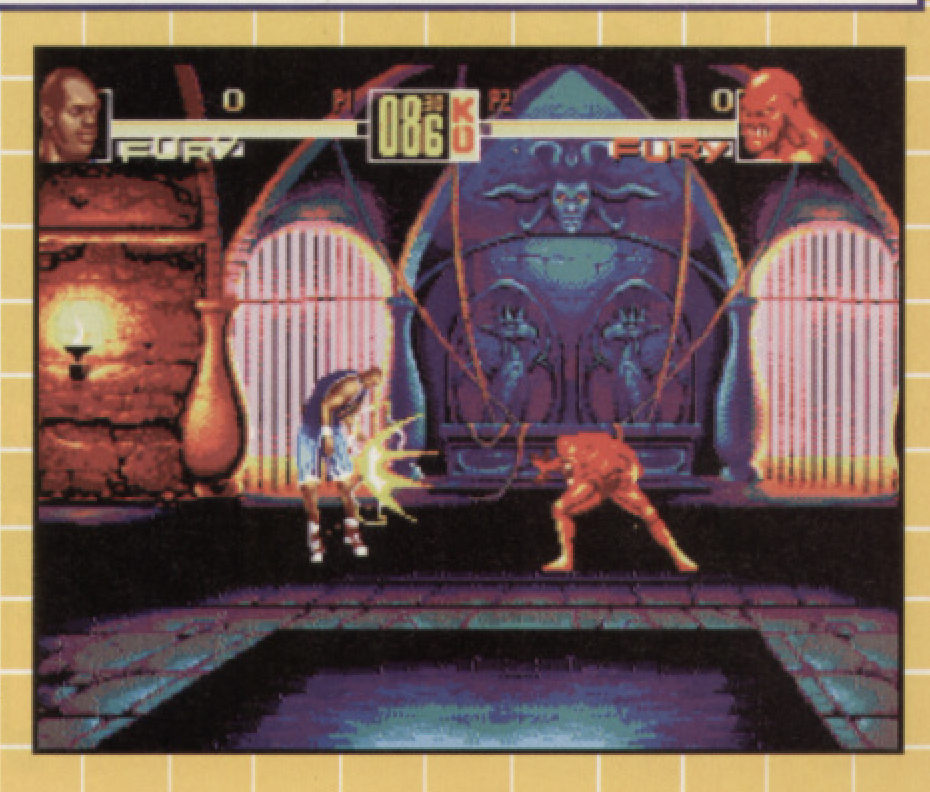
▲ *The Mummy begins his devastating bandage move on Mephis.*

AQ FU



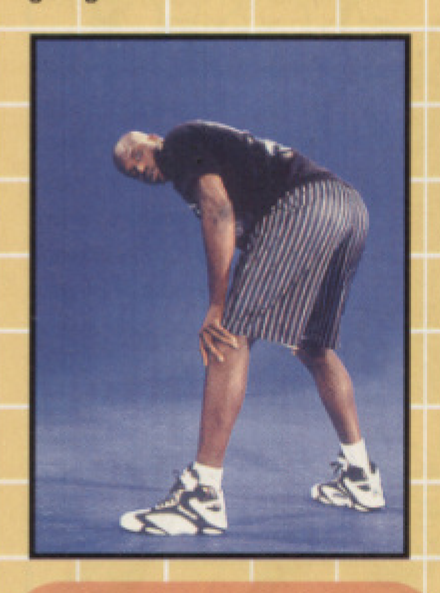
one of eleven unique fighters, all servants of the wicked one, including the Warlord himself. However, the big guy himself has two different forms and must defeat them all to prevent the Master taking on human form and entering the real world. In Tournament or Dual Mode, with a three or six-button joypad, play Shaq or any of the the other fighters in a duel to the death.

So how involved has Shaq been in the development? "Shaq has really got into it," says Don. "He has been involved in every step. In fact, we were a little concerned that he was too involved. We thought 'Jeez — he's going to take over, we'll never get anything done, he's just going to keep changing things without understanding how the process goes' but he hasn't been like that at all. →



"He's really into games he's got a Megadrive and a Super NES and a few coin-ops — he's very fond of the EA sports games and Mortal Kombat. So he's got a lot more emotion about it."

Delphine is perhaps best known for the fab Megadrive Flashback which received world-wide acclaim for it's depth of gameplay and superb animation. Don explained he set his heart on Delphine developing after seeing Flashback at a CES show. "The graphics and animation were just the neatest thing I'd ever seen and I wondered if they'd be interested in doing a fighting game. I called Delphine and mentioned it — we both seemed to be on the same wave-length and that's how it got going."



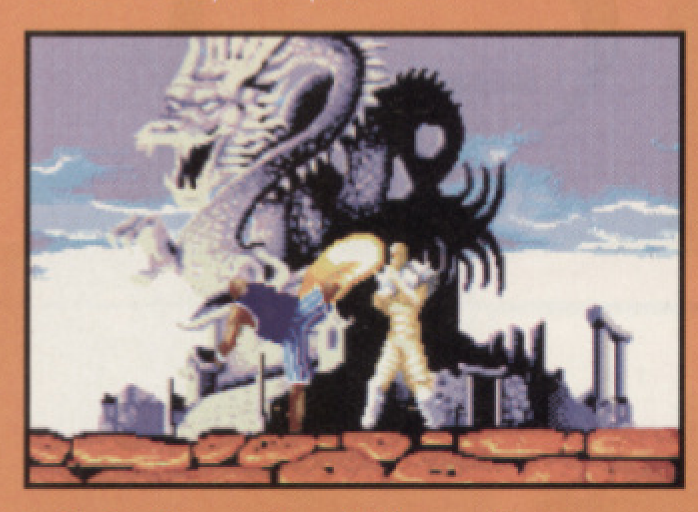
SHAQ-ATTAQ

In the Story mode, Shaq's job is to prevent the mummified arch-baddy — the Momie (as they call him in France) — taking over the body of the youngster of the pack, Nezu. All the fighters are servants of the Mummy and when Shaq defeats one, he goes onto an even tougher opponent. The speed of the game can be turned up as the players become more adroit with the controls which have deliberately been made simple in order to prevent unnecessary contortions. There's a different background for each fighter and, unsurprisingly, all the characters have their own special moves and techniques. All the moves — each charatcer has at least 60 — have been programmed so they can be avoided to allow the player to build up a strategy.



SHAQ

Special moves include a big circular saw which whizzes around his head and can be used as a shield or thrown at the enemy. His fireball also comes in handy for a quick finish.

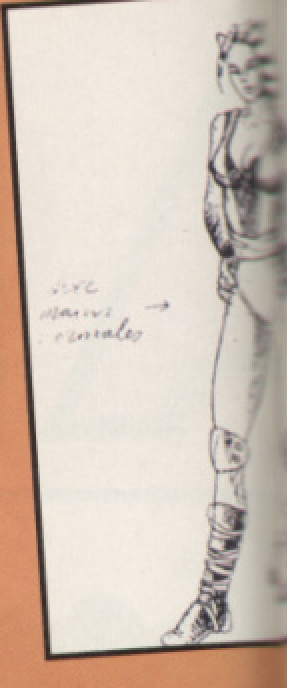


▲ ***Shaq's reflex move keeps the Mummy at bay.***



VOODOO GIRL

As her name suggests, this girl uses black magic to waste her attackers. In one move she produces an eagle from mid-air which goes for the opponent's weak points and in another she sticks pins in a doll-like effigy of her attacker.





GORE-GEOUS

Although Delphine is determined to create an excellent, action-packed game in its own right, the developers have so far eased up on the blood and mutilation front. It's not all sunshine and light obviously, there are some pretty devastating death moves already in there, but it's nowhere near Mortal Kombat in the blood-letting league. However, they are considering including a special gore option, accessible via a secret code. The details of the horrors which may be involved have not yet been decided, as it's all down to how much space may be left on the cart.



This is Delphine's first entry into the fighting genre and they'll be coming up against tough competition since Shaq Fu's autumn release date clashes with the likes of Super Streetfighter, Mortal Kombat II and Accolade's New Breed. So how are they going to compete?

Delphine's project manager, Dany Boolauk explained that rather than face these potential smashers head on, they decided to go for something a bit different. He said: "You look at the likes of Streetfighter II and, if you want to compete with it on the same ground, it's no

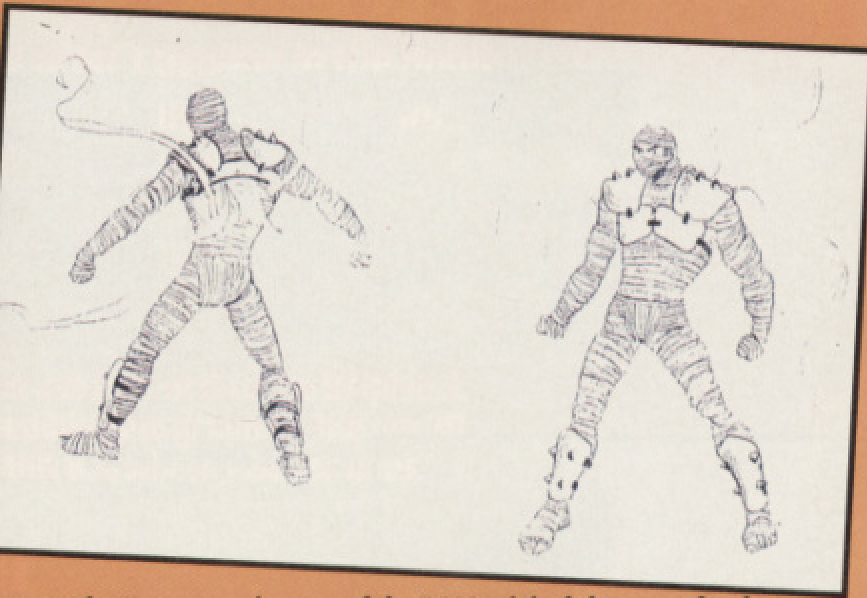






MOMIE
The toughest opponent uses his bandages as a weapon by binding his victims in their deadly clutches and then homing in.





▲ *The Mummy — just two of the 7,000 original character sketches.*



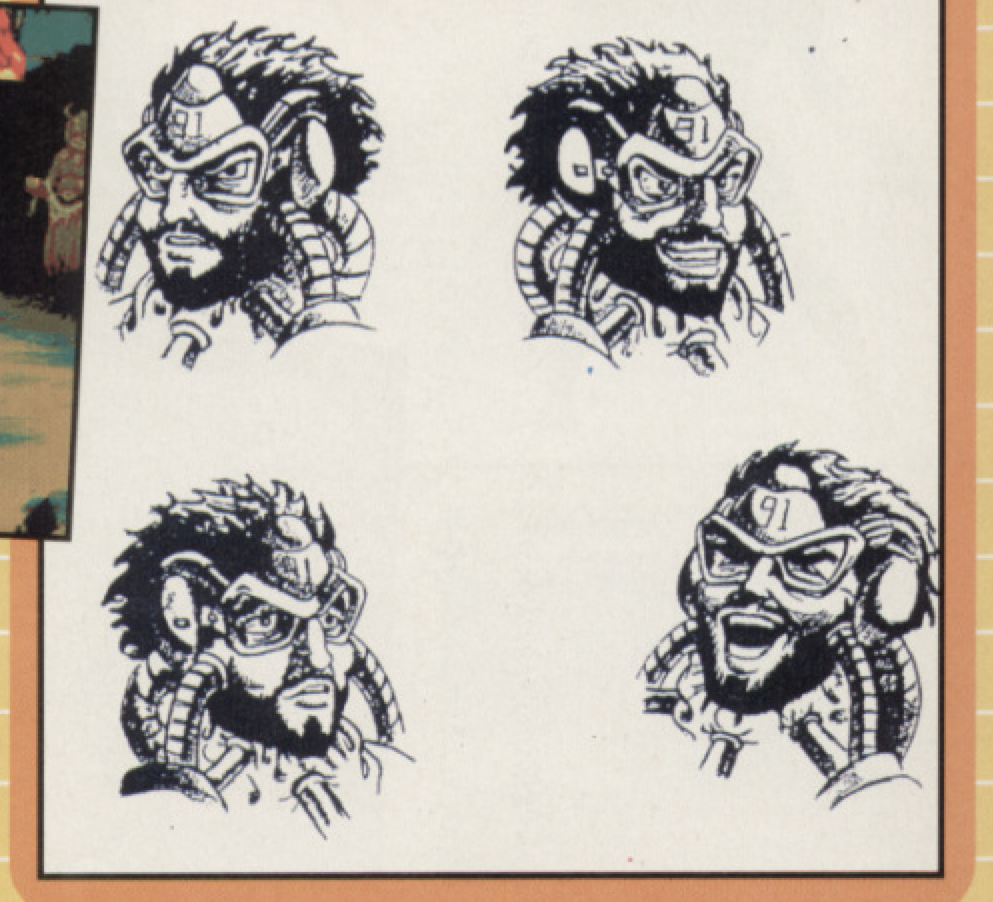
team thinks Shaq is going to be as good as or even better than SFII or Mortal Kombat. Brave words indeed, but saying Shaq will have great gameplay is easy: what have they done so far to make this happen?

Dany explained: "As well as tonnes of animation — much more than Mortal Kombat — we are also very competitive in the number of moves. There are a lot of secret moves, magic moves, weapons, funny moves and several taunting moves which are designed to get the opponent angry (there's a separate onscreen anger bar which shows you how close you're getting your opponent to boiling point). If you taunt him enough, he may charge at you and if you're fast enough you can drop him. It's a bit of a trade-off — if he's angry, he's stronger but less accurate so if you're quick you can better him."

use; so we had to find something different. They are looking at big sprites and bright colours but they are lacking on the animation front. We have the knowledge for the animation and that's where we can win.

"We have to have at least as good gameplay — this is critical. But on the animation front many games have small sprites and great animation or vice versa. We think we've reached a compromise — the sprites in Mortal Kombat are 100 pixels high, those in Streetfighter II are 80 pixels high. In Shaq, the pixels are 70 pixels high which is an acceptable size but it means we can pack much more animation in there."

He said Delphine's aim was to concentrate on realism — making the player feel as if they are participating in a real fight. In this way, he said, his

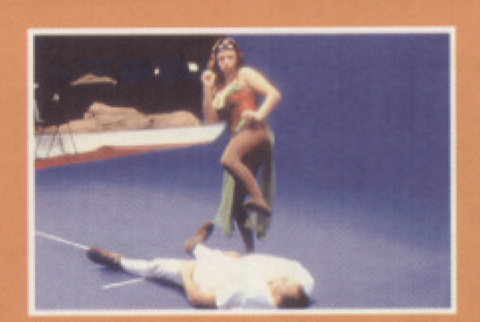


THE MAKING OF SHAQ

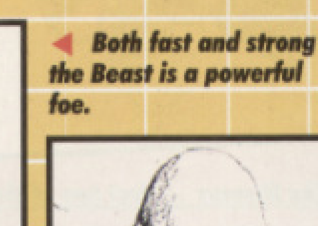
Headed by Paul Cuisset, the programming team used Delphine's famed Rotoscoping technique to produce the impressive animation. This entailed filming all the characters in full costume to obtain a 3D effect but then, instead of playing the film image by image, tracing the contours on computer as was done in Flashback, they developed a tool allowing direct transfer, image by image, from the video sequences directly to the advanced Silicon Graphics computer. The graphic artists then redesigned the fighters using the video model established from the graphic charts drawn up at the beginning of the project. More than 7,000 designs have been drawn for the animations (and that's not counting the scenery), and 40 people have worked on the project so far. Shaq has been filmed in hundreds of different stances with scores of different expressions under the direction of a Kung-Fu expert and the other warriors are played by a combination of Kung Fu experts and movie stuntmen.







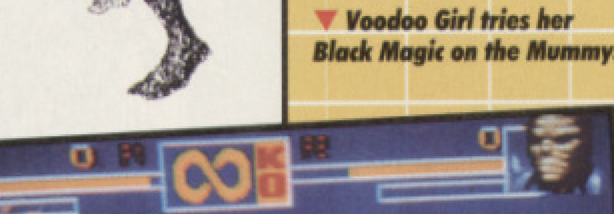




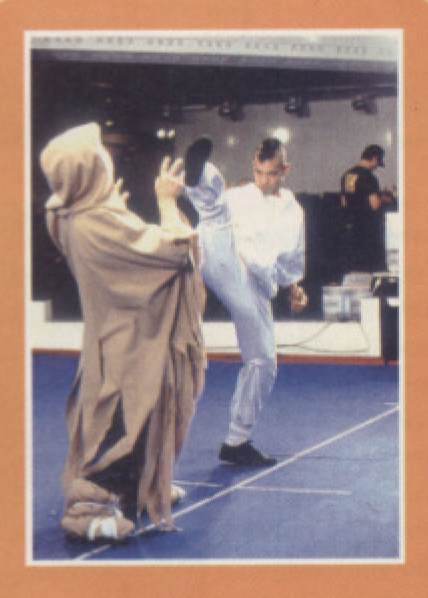
◄ *Both fast and strong the Beast is a powerful foe.*



▼ *Voodoo Girl tries her Black Magic on the Mummy.*








SHAQ IMPUT

As has already been mentioned, Shaq has taken a major part in the making of the game and he's even writing the "trash talk" — the text dialogue of the fighters. Don commented. He's great because he comes up with stuff we wouldn't think of. We might say 'go back and practice' but Shaq has a funny street edge to what he says and he'd say 'My momma told me to knock you out'. We're really going to bring out his personality in this way.

LAWNMOW



It has been a little quiet on the Storm front of late. Once known as The Sales Curve, they then changed to the aforementioned windy monicker and, oddly enough, it all went quiet. Now, however, they've settled for the name SCI and to celebrate Lawnmower Man, Jobe, is making his way to the Mega-CD. Steve Merrett sweeps up after them...

FORMAT
MEGA-CD

PUBLISHER
SCI

DEVELOPER
SCI

CART SIZE
CD

INITIATED
MARCH 94

RELEASE
OCTOBER '94

PLAYERS
1

With the Megadrive version under the wing of the Time-Warner group, SCI's Mega-CD interpretation of The Lawnmower Man is set to be the Battersea company's first Sega CD title. Whilst the cartridge follows the film almost scene for scene as Jobe is genetically-enhanced and begins his quest for power within a surreal VR landscape, the CD game begins with Jobe — or CyberJobe as he is known within his new world — firmly ensconced as a sprite-based entity. Cast as Doctor Angelo, the player is dropped into Jobe's world and left to explore the ten sub-games within. However, for those of you expecting a series of platform stages á la The Addams Family and countless other licenses, forget it — SCI have tried to make the most of the CD system's available memory to create a game they hope will push back the boundaries of 'Interactive Game Design.' The Mega-CD version of The Lawnmower Man is a direct conversion of the original PC CD game, but the six months between the release of the PC game and this forthcoming conversion has allowed SCI's Southampton-based development team to tinker with the playability slightly. In all, Lawnmower Man CD has been in development for a mere four months, and is shaping up for an October release. Will it be the 'Interactive Movie' SCI are hoping? Judge for yourselves...





As good as Gouraud.

A vector sketching for animation purposes.

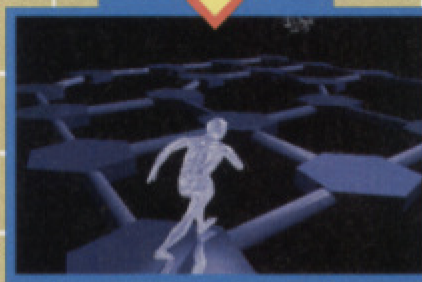
PAPER CUTS

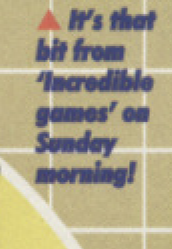
The CD version of Lawnmower Man started life as an inch-thick book of loose paper brimming with ideas and visual tricks. From this, the team then started structuring a game which, whilst making the most of the CD's capabilities, would also be more playable than past Mega-CD graphical showcases. An arcade/adventure scenario was finally chosen, which allowed the team to incorporate a series of game styles within one large linking 'umbrella' scenario. Ten sub-games were then sketched out and, with these decided, a sheet of A4 was given to each frame with a rough sketch detailing the angle each frame is viewed from and the music to accompany it.

Death by Flymo — a gruesome storyboard.

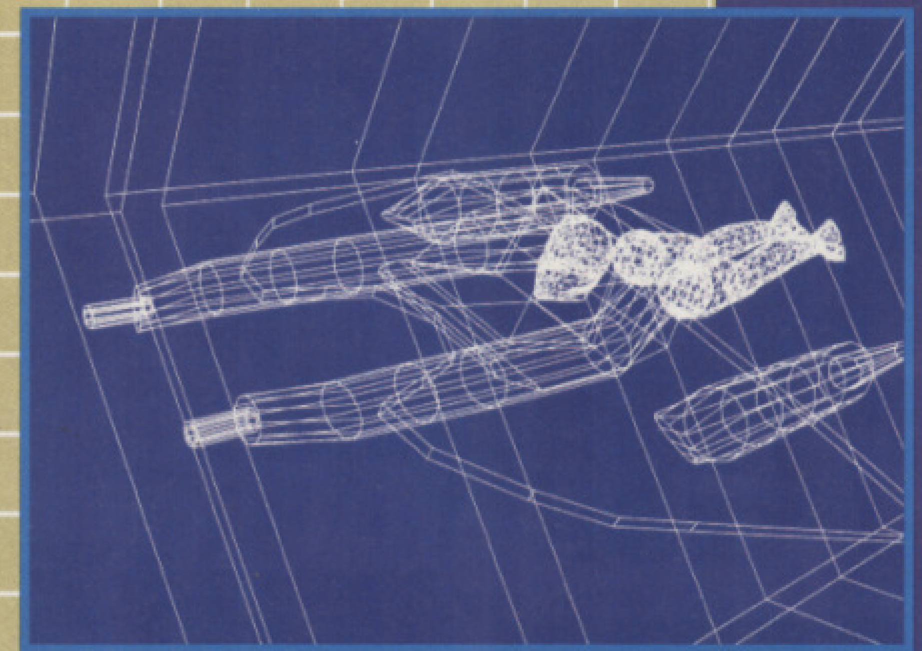
...ER MAN CD







▲ It's that bit from 'Incredible games' on Sunday morning!



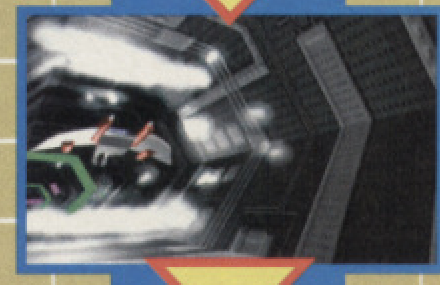
▲ The ray-traced sequences start as CAD diagrams.



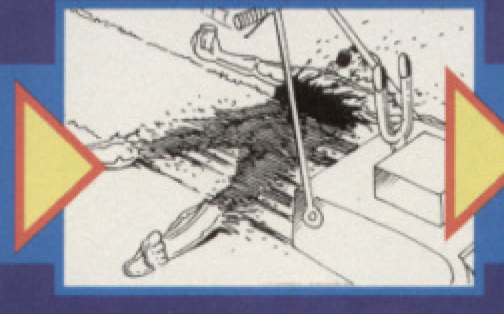
THE LIGHT FANTASTIC

Lawnmower Man features some of the most impressive graphics to grace the Mega-CD. Both Doctor Angelo and Jobe are shown as massive, fully-animated sprites, whilst the backdrops are similarly intricately-detailed. Whilst slightly rougher to look at than their PC counterparts, SCI's Southampton lads have managed to incorporate complex light-sourced shading, with predetermined light sources shining against the the metallic sprites and creating the nearest the Megadrive could produce to Gouraud shading without the Mega-32 unit. To achieve such effects, the programmers piece together wireframe skeletons of both the characters and the backdrops on a PC, and then position a small circle to indicate the light position. With these set, the PC is then left to generate the lit screens overnight.

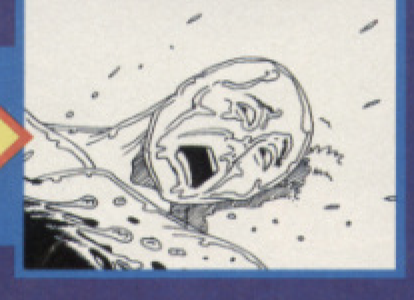








▲ Part of the game's dramatic attract sequence.



▲ Cinematic style cuts and close-ups.

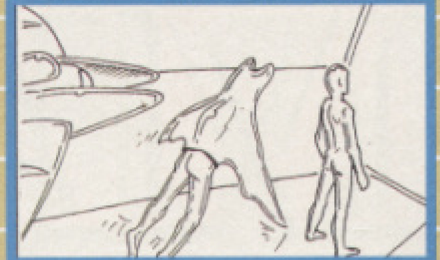


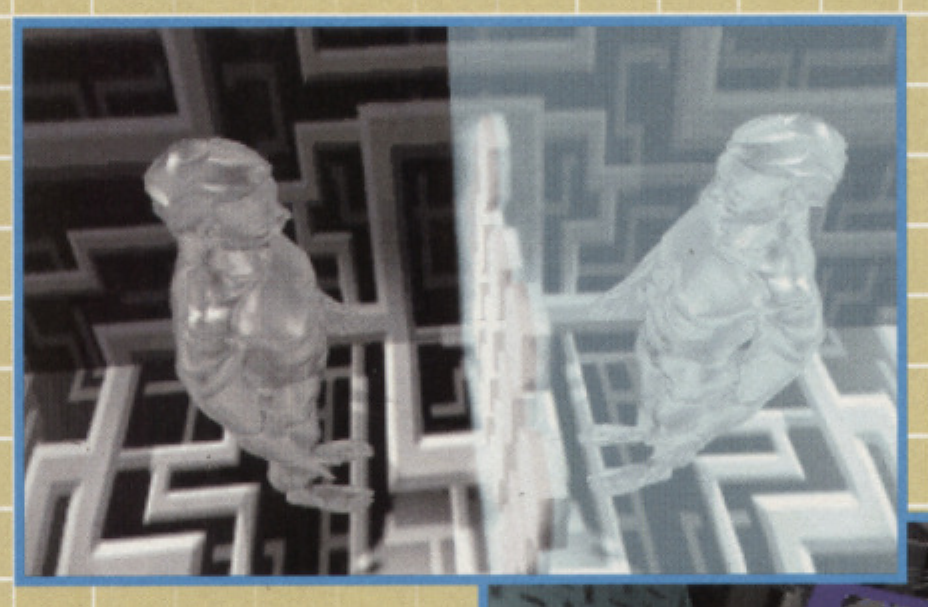
▲ Cyberspace is primarily a test of mental agility.

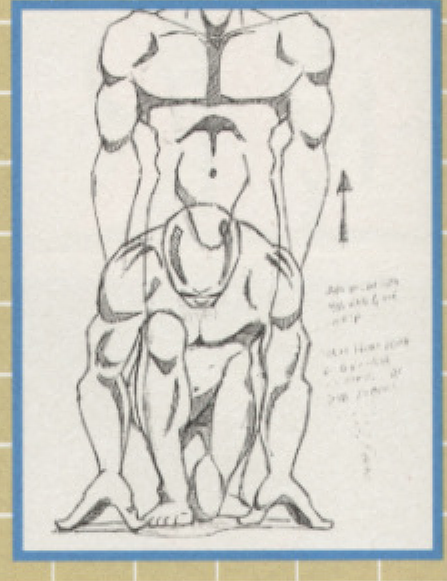
A LITTLE BIT OF THIS...

According to SCI, to play Lawnmower Man CD from start to finish would take in the region of an hour and a half — providing the player watched the intermission sequences, too. The actual playable sections range from a tunnel sequence called the 'Cyber Boogie' when Angelo morphs into a winged ship and sweeps to avoid a series of hazards, and a chase scene where Jobe's binary Bees pursue our hero. Others include cannon shoot-outs, a puzzle which ends in a nasty spearing for Angelo if the player mucks it up, and a battle against 'Big Red' — the lawnmower in the film! These all lead to a rather smart-looking confrontation as the player heads for the final battle against Jobe which should finish him once and for all — well, until SCI release the sequel, Cyberwar, anyway!



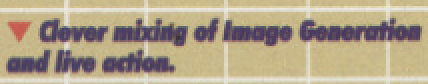




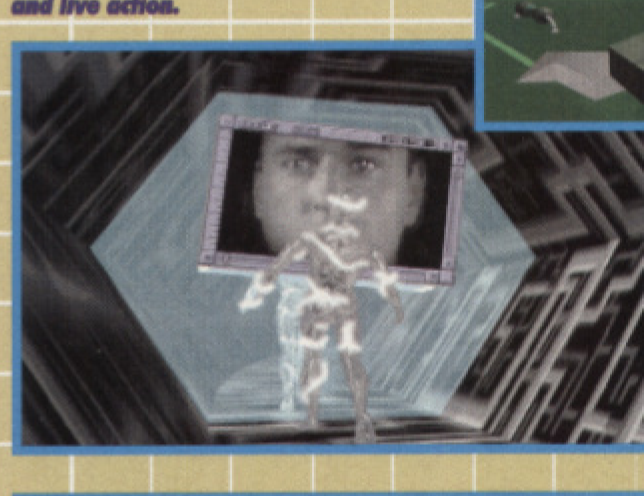


▲ You, in a process of transformation.

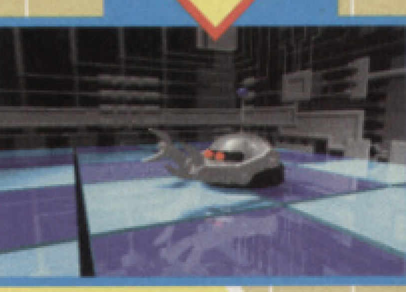
▼ Your image standing before the chequerboard sub game.



▼ Clever mixing of Image Generation and live action.

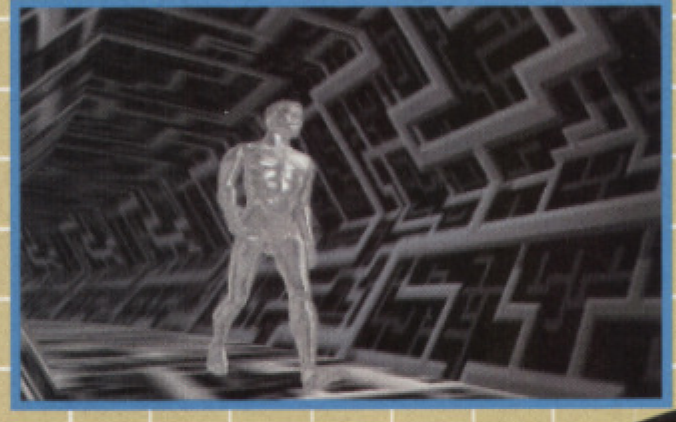






▲ Someone took a bucket of Flash to that floor.

▲ Everything starts with an 'A'.



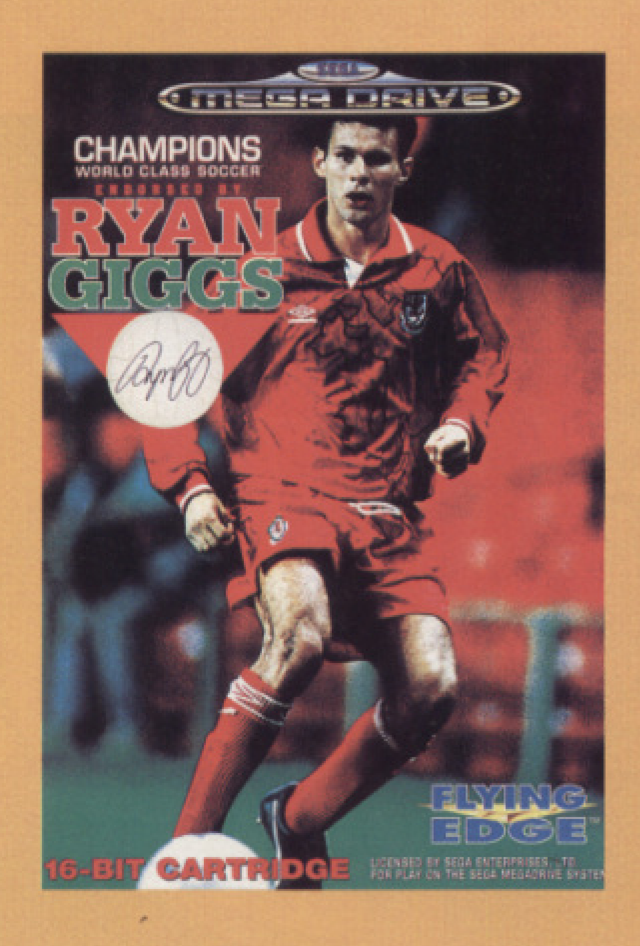
▲ A maze-like subsection of cyberspace.

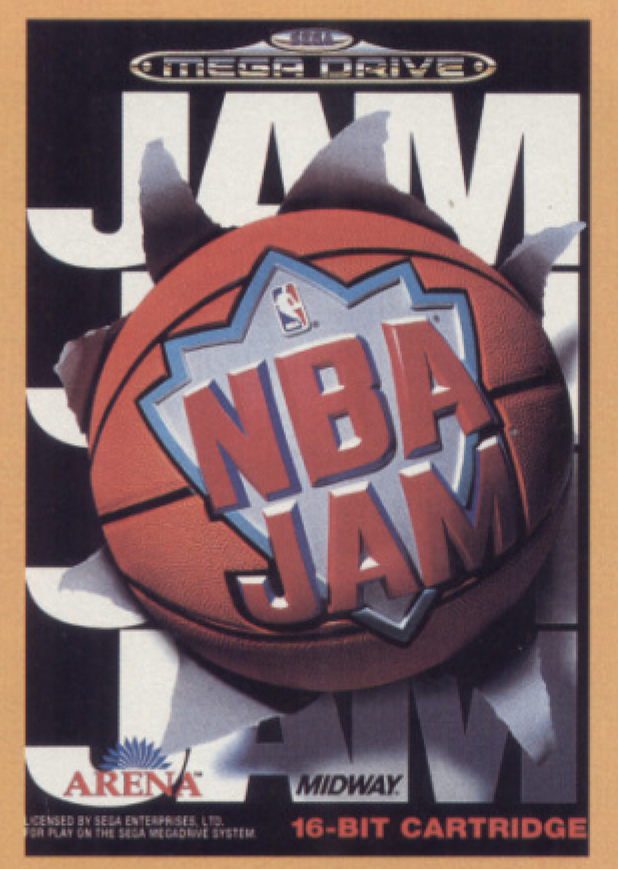






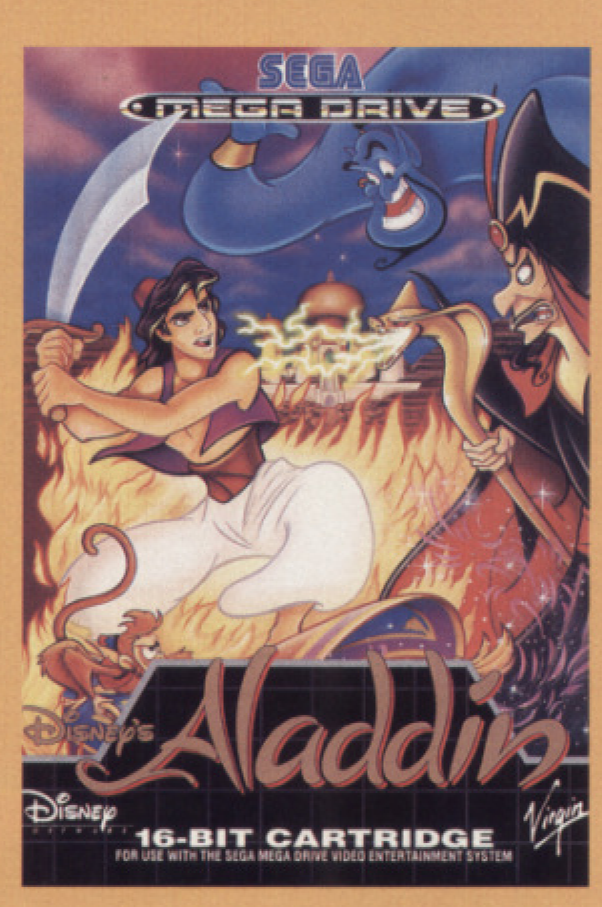














(Sorry, unavailable.)

BIG GAME HIRE



RENT THE LATEST GAMES AT BLOCKBUSTER AND RITZ.







Bubsy the Bobcat shocked the world last year when he purred his way onto an eponymous Megadrive cart *and didn't wear any pants!* Top notch Churchmen and world leaders all expressed their horror at this debauched creature openly flaunting his front bitz. But did his programmers heed their cries? Did they 'eck, because that inimitable puss is back again, completely pantless, in Bubsy the Bobcat II.

In the last story, Bubsy's quest was to save his world from the dreaded Woolies who threatened to purloin all the world's existing yarnballs (which would presumably lead to catastrophic devastation and certain destruction). In this sparkling sequel, Bubsy has the unenviable task of taking on a porking great baddie called Oinker. This evil hog has teamed up with scatty scientist, Virgil Reality, after his creation of the World Origination and Matter Project Unification Machine (WOMPUM). This amazing piece of kit has allowed Virgil to create the ultimate amusement park — the Amazatorium — a world where the simulated reality is so real it could almost be, well... real. But when Bubsy discovers that all the ancient artifacts of the world have not only disappeared but have never actually existed at all and disgruntled travellers are stranded at airports because the aeroplane hasn't yet been invented, he smells a rat (well, a pig).

Bubsy is sucked into his new adventure at the Amazatorium when his identical niece and nephew — the Bubsy Twins — break into the strange world and disappear. On following them in, Bubsy realises that the WOMPUM doesn't simulate reality, it actually STEALS it and only he can stop it before the world disappears altogether.

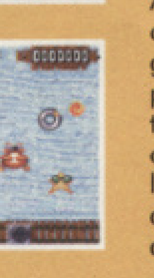
Over five different worlds and 15 levels including a fairy tale castle, an Egyptian tomb, bi-plane barnstorming, musical madness and pirate swash and buckling, Bubsy picks whichever platform path he fancies then takes on Oinker's numerous henchmen, picks up handy objects such as a portable hole, a dive suit, bazooka gun, biplane and smart bomb and gets up to all sorts of antics such as raising secret walls, opening pits and putting out fires.

There are Easy, Medium and Hard tournament modes and a two-player option where a mate can become one of the twins to work with or against Bubsy. This is a fairly early version of the game but as soon as it's finished, you can be sure MEAN MACHINES will bring you the EXCLUSIVE review. Stay tuned...









PUSS IN BOATS

At various points during the game, Bubsy enters a secret passageway which leads him to one of three nutty bonus mini-games: — Frogapult, Bobcat Bungee Jump and Armadillo Pachinko. Continued success during these excursions brings goodies galore, including wodges of points, extra lives and power-ups. In the Frogapult (pictured), split second timing is essential as Bubsy launches frogs onto floating boats and beasts in order to sink them and pick up the prizes.

BUBSY 2

WHO'S WHO PUSSY CAT?

As already mentioned, Bubsy is joined by a whole host of co-stars in this latest escapade. For your delectation, ladies and gentlemen, here's a run down of who's who and what they do:

THE BUBSY TWINS.

These two identical terrors, Terry and Terry, are pint-sized mirror images of their uncle with all the same moves but with an added in-built magnet for disaster.

OINKER P. SPAMM

With capitalist bully-boar Oinker on the case, Bubsy's gonna have to work his fur off to save the world. This scum-bag would sell his own granny, in fact he did: for £2.50 a pound, an extortionate price for a piece of pork. Oinker's the brains behind the dastardly scheme to steal reality and you can be sure the action starts crackling when he and Bubsy share the screen.

BUBSY

As big-mouthed as ever and with even more speech, Bubsy's more animated than before as he bounces, pounces, runs, leaps, squashes, slips, slides, fights and even blows-up through the game.

VIRGIL REALITY

Virgil's actually a fairly harmless old duffer until he hits the laboratory then all hell breaks loose. He's the inventor of the WOMPUM and is being shamelessly manipulated by Oinker who's using it for his his own evil ends.

CARTOON CAT

Such was the popularity of Bubsy the Bobcat in the good old US of A that they've already made a cartoon based on the feline character. One episode was shown over here as a Bank Holiday special some time last year and rumour has it that he may become a regular fixture on our TV screens in the future.

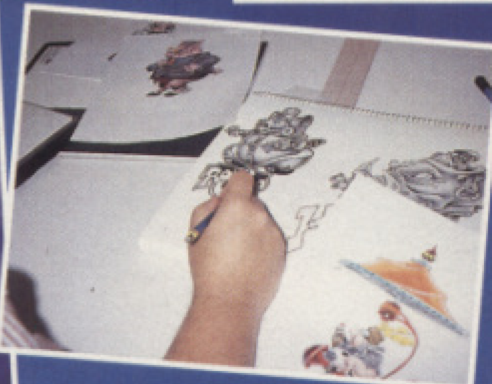




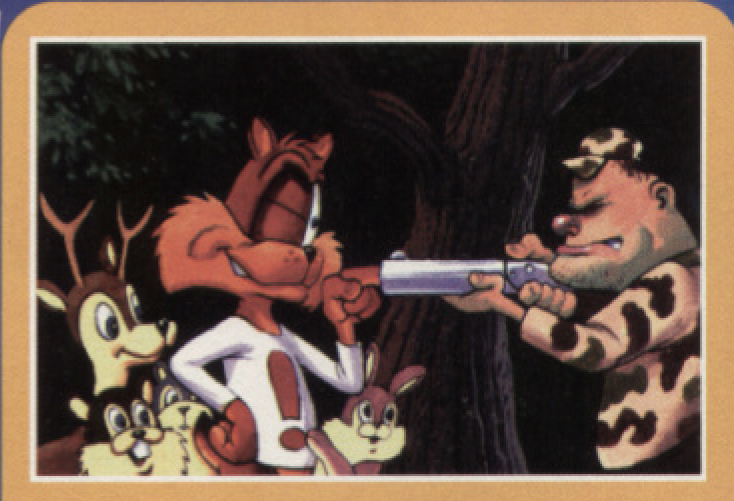
Eek! The world is under attack from what appear to be those Flying Saucer sweet with sherbert in!







Midnight at the 'Body Parts Lost And Found'...

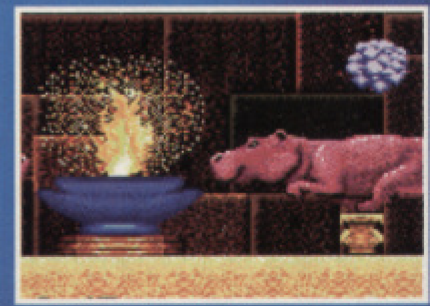


"Hey, Bubsy," said the cute animals, "show your incredible Uri Geller skills to that evil-looking hunter over there."









Roll up! Roll up! Come see the pink hippo light his sneezes...



The constipation sub-game.



MEGADRIVE & MEGA CD DEALS

ALL GENUINE UK VERSIONS

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

MEGADRIVE 2 SHOWN

- MEGADRIVE 2 WITH SONIC 2 & 2 SEGA CONTROL PADS. ...109.99
- MEGADRIVE 2 WITH ALADDIN & 2 SEGA CONTROL PADS ...114.99
- MEGADRIVE 2 WITH SONIC 3 & 2 SEGA CONTROL PADS ...124.99
- MEGADRIVE 2 WITH SIX GAMES & 2 SEGA CONTROL PADS REVENGE OF SHINOBI, GOLDEN AXE, STREETS OF RAGE, SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE, ALIEN STORM. ...129.99

MEGA CD 2 UNIT FOR SEGA MEGADRIVE WITH SOL FEACE, COBRA COMMAND, SEGA CLASSICS (COLUMNS, SUPER MONACO GRAND PRIX, STREETS OF RAGE, GOLDEN AXE, REVENGE OF SHINOBI). CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) ...219.99

MEGADRIVE 1 WITH SONIC 2 AND 2 SEGA CONTROL PADS ...95.99

MEGADRIVE 1 WITH FOUR GAMES, 2 SEGA CONTROL PADS, SONIC THE HEDGEHOG, REVENGE OF SHINOBI, STREETS OF RAGE AND GOLDEN AXE ...112.99

MEGADRIVE 1 WITH FIFA SOCCER AND 2 SEGA CONTROL PADS ...114.99

MEGA CD 1 UNIT FOR SEGA MEGADRIVE WITH ROAD AVENGER. CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) ...199.99

MEGADRIVE 1 & 2 ARE THE SAME IN TECHNICAL SPECIFICATION. MEGADRIVE 2 IS SMALLER, BUT LACKS A STEREO HEADPHONE SOCKET.



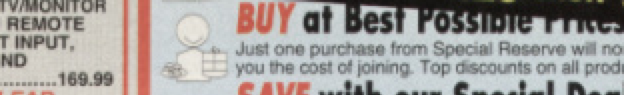
SONY KVM1400 14" FST COLOUR SCART TELEVISION/ MONITOR

(SCART INPUT GIVES PIXEL PERFECT PICTURE) WITH REMOTE CONTROL, 60 CHANNEL TUNING, REAR SCART, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD (STATE AMIGA, ST, MEGADRIVE, SNES or CD32)

- SONY 14" TV (GREY) ...194.99
- SONY 14" TV (WHITE) ...194.99
- SONY 14" TV + FASTEXT 244.99

SALE OVER 40 MEGADRIVE GAMES AT UNDER £20 EACH SALE





NEW

SEGA MULTIMEGA PORTABLE MEGADRIVE/MEGA CD SYSTEM. WEIGHS JUST 1.3 POUNDS, AND WILL RUN ANY MEGADRIVE AND MEGA CD GAME VIA A TV. CAN ALSO BE USED AS A PORTABLE CD PLAYER (EARPHONES REQUIRED). COMPLETE WITH ROAD AVENGER, SEGA SIX BUTTON CONTROL PAD AND MAINS ADAPTOR. **325.99**



GOLDSTAR CI14A80 14" TV/MONITOR (not shown) GREY WITH REMOTE CONTROL, REAR SCART INPUT, ON SCREEN DISPLAY AND SLEEP TIMER. ...169.99

FREE SCART LEAD (STATE AMIGA, MEGADRIVE, SNES or CD32) (SCART INPUT GIVES PIXEL PERFECT PICTURE)

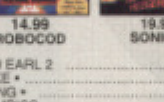












43.99 SONIC 3 · 32.99 PGA EUROPEAN TOUR · 19.99 ROAD RASH 2 (BEST BUY) · 32.99 MORTAL KOMBAT · 18.99 X-MEN · 57.99 VIRTUA RACING · 36.49 EA SPORTS SOCCER · 19.99 MEGA GAMES 1 · 14.99 ROBOCOD (BEST BUY) · 19.99 SONIC 2

MEGADRIVE GAMES

PLEASE SEE THE SPECIAL RESERVE 16-PAGE COLOUR CATALOGUE FOR OUR FULL RANGE OF MEGADRIVE TITLES. FOR YOUR FREE COPY JUST PHONE 0279 600204

ALADDIN ...39.99
ALIEN 3 ...19.99
ANOTHER WORLD ...29.99
ARIEL - THE LITTLE MERMAID ...13.99
ASTERIX - THE GREAT RESCUE ...34.99
B.O.B. ...24.99
BARKLEY SHUT UP AND JAM! (BASKETBALL) (EA 4 PLAYER GAME) ...29.99
BATMAN RETURNS ...13.99
BUBSY BOBCAT ...17.99
CHAOS ENGINE • ...38.99
CHUCK ROCK ...17.99
CHUCK ROCK 2: SON OF CHUCK ...29.99
COMBAT CARS • ...22.99
COOL SPOT ...29.99
CORPORATION ...17.99
COSMIC SPACEHEAD ...24.99
DAVIS CUP TENNIS ...35.99
DESERT STRIKE ...30.49
DR. ROBOTNIKS MEAN BEAN MACHINE ...35.99
DRACULA ...19.99
DRAGON • ...40.99
DRAGON'S FURY ...24.99
DRAGON'S LAIR ...34.99
DUNE 2 (BATTLE OF ARRAKIS) ...31.99
EA SPORTS SOCCER (EA 4 PLAYER GAME) (FIFA SOCCER) ...36.49
ECCO (DOLPHIN) ...30.49
ETERNAL CHAMPIONS ...47.99
EURO CLUB SOCCER ...15.99
F22 INTERCEPTOR ...18.99
FANTASTIC DIZZY ...24.99
FATAL FURY ...21.99
FLASHBACK ...35.99
FORMULA ONE RACING ...38.99
GAUNTLET 4 ...36.49
GENERAL CHAOS (EA 4 PLAYER GAME) ...35.99
GHOULS N GHOSTS ...17.99
GLOBAL GLADIATORS (MC KIDS) ...24.99
GODS ...17.99
GOLDEN AXE ...17.49
GOLDEN AXE 2 ...15.99
GRANDSLAM TENNIS ...18.99
GUNSTAR HEROES ...26.99
HARDBALL '94 • ...32.99
HAUNTING ...29.99
INCREDIBLE HULK • ...38.99
INDIANA JONES 3 ...25.99
INTERNATIONAL RUGBY (RUGBY 2) ...31.99
JOHN MADDEN '92 ...14.99
JOHN MADDEN '93 ...16.99
JOHN MADDEN '94 ...39.99
JOHN MADDEN AND EA ICE HOCKEY ...19.99
JUNGLE BOOK • ...40.99
JUNGLE STRIKE ...35.99
JURASSIC PARK ...34.99
LANDSTALKER ...49.99
LETHAL ENFORCERS (WITH LIGHT GUN) ...54.99
LOTUS TURBO CHALLENGE ...17.99
MCDONALDS TREASURELAND • ...31.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) ...19.99
MICKEY AND DONALD - WORLD OF ILLUSION ...19.99
MICKEY MOUSE ...17.99
MICRO MACHINES ...28.49
MIG 29 FIGHTER PILOT ...35.99
MORTAL KOMBAT ...32.99
MUHAMMAD ALI BOXING ...33.49
MUTANT LEAGUE HOCKEY ...39.99
NBA JAM ...42.99
NHL HOCKEY '94 (EA 4 PLAYER GAME) ...36.49
NHL ICE HOCKEY ...34.99
NHL PA ICE HOCKEY '93 ...19.99
PGA EUROPEAN TOUR ...32.99
PETE SAMPRAS TENNIS (J-CART FOUR PLAYER GAME) • ...34.99
PGA GOLF 2 ...30.49
POPULOUS ...24.99
PRINCE OF PERSIA ...31.49
R.B.I. BASEBALL 94 • ...36.99
RANGER-X ...29.99
REN AND STIMPY ...31.99
REVENGE OF SHINOBI ...12.99
ROAD RASH ...14.99
ROAD RASH 2 ...19.99
ROBOCOD (JAMES POND 2) ...14.99
ROCKET KNIGHT ADVENTURES ...29.99
RYAN GIGGS CHAMPIONS SOCCER ...34.99
SENNA SUPER MONACO ...17.99
SENSIBLE SOCCER ...30.99
SENSIBLE SOCCER INTERNATIONAL EDITION • ...37.99
SHINOBI 3 - (RETURN OF THE NINJA MASTER) ...29.99
SIMPSONS ...13.99
SONIC 2 ...19.99
SONIC 3 ...43.99
SONIC SPINBALL ...29.99
SONIC THE HEDGEHOG ...13.99
SPEED RACER • ...29.99
SPEEDBALL 2 ...16.99
STREETFIGHTER 2 - CHAMPIONSHIP EDITION ...39.99
STREETS OF RAGE ...17.99
STREETS OF RAGE 2 ...24.99
STREETS OF RAGE 3 • ...39.99
STRIDER ...14.99
SUBTERANNIA ...35.99
SUPER KICK OFF ...19.99
SUPER MONACO GP ...13.99
SWORD OF VERMILLION ...24.99
TAZMANIA ...17.99
TINY TOONS ...31.99
TOE JAM AND EARL 2 ...39.99
URBAN STRIKE • ...34.99
VIRTUA RACING • ...57.99
WINTER OLYMPICS ...39.99
WIZ 'N' LIZ ...30.99
WORLD CUP USA '94 ...39.99
WWF ROYAL RUMBLE ...43.99
WWF WRESTLEMANIA ...16.99
X-MEN ...18.99
XENON 2 ...13.99
ZERO WING ...19.99
ZOMBIES ...32.99
ZOOL ...32.99

MEGA CD GAMES

FOR OUR FULL SELECTION PLEASE CALL 0279 600204 AND ASK FOR A FREE COLOUR CATALOGUE

BATMAN RETURNS ...39.99
BILL WALSH COLLEGE FOOTBALL (CD) ...33.99
ECCO THE DOLPHIN ...36.49
FIFA SOCCER (CHAMPIONSHIP EDITION) • ...35.99
FINAL FIGHT ...32.49
GROUND ZERO TEXAS (RATED 15) ...39.99
JURASSIC PARK (CD) ...39.99
LETHAL ENFORCERS (WITH LIGHT GUN) ...45.99
MEGA RACE • ...32.99
MICROCOSM ...39.99
MORTAL KOMBAT (CD) ...43.99
NHL ICE HOCKEY '94 (CD) ...29.99
NIGHT TRAP (2 CDS)
RATED 15 YEARS OR OVER ...39.49
ROAD AVENGER ...24.99
SENSIBLE SOCCER (CD) • ...34.99
SEWER SHARK ...36.99
SILPHEED ...39.99
SONIC CD ...36.49
THUNDERHAWK ...36.49
WORLD CUP USA '94 (CD) ...31.99

MEGADRIVE EXTRAS

STAR BUY

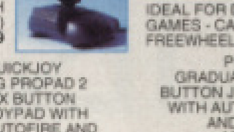


QS135 PYTHON JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE) **9.99**

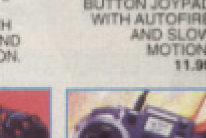
QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES - CAN BE USED WITH FREEWHEEL STEERING WHEEL) ...**19.99**



QUICKJOY SG PROPAD 2 SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. **14.99**



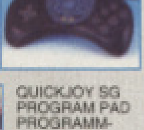
PHASE 9 GRADUATE SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. **11.99**



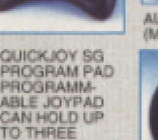
TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) **7.99**



QUICKJOY SG PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED ...**19.99**



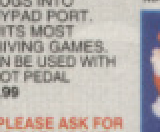
LIGHT GUN FOR LETHAL ENFORCERS GAME (CART OR CD) **17.99**



SAITEK MEGAGRIP IV FOR MEGADRIVE. INCLUDES AUTOFIRE FUNCTION. **11.99**



SAITEK MEGAMASTER SG6 SIX BUTTON JOYSTICK FOR MEGADRIVE WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED) ...**17.99**



FREEWHEEL STEERING WHEEL PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. CAN BE USED WITH FOOT PEDAL **22.99**

FOR OUR FULL RANGE PLEASE ASK FOR A FREE 16-PAGE COLOUR CATALOGUE

MEGADRIVE EXTRAS

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) ...**37.99**

ACTION REPLAY PRO CARTRIDGE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) ...**36.99**

LOGIC 3 MULTI CASE CARRY BAG (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) ...**11.99**

PROTECTOR CASES (UNIVERSAL) FOR MEGADRIVE CARTS (PACK OF 4). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (CLEAR PLASTIC) ...**6.99**

SEGA POWERBASE CONVERTER FOR MEGADRIVE (ALLOWS USE OF MASTER SYSTEM GAMES) ...**26.99**



SONIC THE HEDGEHOG CUDDLY TOY (38CM TALL) ...**12.99**

TAILS CUDDLY TOY SHOWN LEFT (35CM TALL) ...**11.99**

TAZMANIA CUDDLY TOY IN LEATHER JACKET (30CM TALL) ...**17.99**



GAME GEAR WITH SONIC 1 PLUS FOUR GAMES CARTRIDGE. INCLUDES SONIC THE HEDGEHOG, COLUMNS, CHAMPIONSHIP TENNIS, PENALTY KICK AND PAN AMERICAN ROAD RALLY. SAVE OVER £50 ON RRP. GENUINE UK VERSION (NO MAINS ADAPTOR) ...74.99

OR AS ABOVE WITH SONIC 2 & FOUR GAMES CARTRIDGE ...79.99

MAINS ADAPTOR FOR GAME GEAR ...8.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

GAME GENIE FOR GAME GEAR (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED) ...25.99

BLACK CARRY BAG FOR GAME GEAR OR LYNX 2 WITH GAME AND ACCESSORY COMPARTMENTS ...4.99

LOGIC 3 GAME GEAR DELUXE PROTECTOR CARRY CASE ...11.99

LOGIC 3 RECHARGABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) ...14.99

PHASE 9 GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...10.99

PHASE 9 MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER) ...14.49

LEADS

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT ...9.99

SCART LEAD - MEGADRIVE 2 TO TV WITH SCART INPUT ...9.99

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT ...9.99

MONITOR LEAD - MEGADRIVE 1 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR ...9.99

MONITOR LEAD - MEGADRIVE 2 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR ...12.99

FOUR PLAYER ADAPTOR FOR MEGADRIVE. ALLOWS GAMES MARKED 'EA FOUR PLAYER GAME' IN CATALOGUE TO BE PLAYED BY FOUR PEOPLE SIMULTANEOUSLY ...26.99

HI-FI AUDIO LEAD - MEGADRIVE 1 TO STEREO (1.2 METRES, 3.5MM JACK PLUG TO 2 PHONO PLUGS) ...6.99

GAME GEAR GAMES

ALADDIN ...24.99
BATMAN RETURNS • ...22.99
CHAKAN • ...23.99
COLUMNS ...9.99
COOL SPOT ...24.49
COSMIC SPACEHEAD ...18.99
CRYSTAL WARRIORS ...16.99
DESERT STRIKE ...24.49
DONALD DUCK 2 ...19.99
DRACULA ...19.99
DRAGON • ...24.99
ECCO THE DOLPHIN ...24.99
FANTASTIC DIZZY ...9.99
FIRE AND ICE ...26.99
FORMULA ONE RACING ...25.49
GLOBAL GOLF • ...22.99
HOOK ...16.99
INCREDIBLE HULK • ...24.99
INDIANA JONES 3 • ...22.99
JUNGLE BOOK ...24.49
LEADER BOARD ...20.99
MARKO'S MAGICAL FOOTBALL • ...22.99
MICKEY MOUSE 2 ...19.99
MICRO MACHINES ...24.99
NBA JAM ...28.99
PETE SAMPRAS TENNIS • ...22.99
PGA TOUR GOLF ...24.49
PINBALL WIZARD • ...22.99
ROAD RASH ...24.99
ROBOCOD ...19.99
ROBOCOP VS TERMINATOR ...24.49
SENNA SUPER MONACO ...23.99
SENSIBLE SOCCER ...22.99
SMASH TV • ...22.99
SONIC 2 ...14.99
SONIC CHAOS ...24.49
SONIC THE HEDGEHOG ...12.99
STAR WARS ...24.49
STREETS OF RAGE 2 ...24.99
SUPER CEASARS PALACE ...26.99
SUPER MONACO GP ...12.99
SUPER OFF ROAD RACER ...22.99
TAZMANIA ...19.99
TOM AND JERRY ...17.99
WINTER OLYMPICS ...24.49
WOLFCHILD ...19.99
WORLD CUP USA '94 ...24.99
X-MEN • ...23.99



JOIN now from just £4.00

READ Special Reserve Magazine 48 Page colour club magazine sent bi-monthly to members only. The latest Reviews, Charts & Release Schedule

CHOOSE from our Huge Selection

BUY at Best Possible Prices Just one purchase from Special Reserve will normally save you the cost of joining. Top discounts on all products.

SAVE with our Special Deals Always hundreds of Special Reserve Offers. Top games at prices you won't believe and hardware at amazing reductions.

SAVE MORE with our XS Coupons Money-off coupons worth over £180 a year off top games. You'll find them on the back page of each club magazine.

AND ENTER our FREE competitions

Six reasons why over 200,000 people have joined Special Reserve, the biggest games club in the World!

We only supply members but you can order as you join
Just send in the form below or phone. There's no obligation to buy.

0279 600204

OPEN to 8pm DAILY or by Fax on: 0279 726842
FREE 16-PAGE COLOUR CATALOGUE - JUST ASK



CLUB SHOPS

OPEN 10am TIL 8pm SEVEN DAYS A WEEK!

CHELMSFORD - 43 Broomfield Rd just around the corner from the bus station

SAWBRIDGEWORTH - The Maltings 200 yards from the train station



NEW LOW PRICE

AMIGA CD32 CD BASED CONSOLE ALSO PLAYS AUDIO CD's VIA STEREO OUTPUT AND VIDEO CD's WITH OPTIONAL FMV ADAPTOR SPECTACULAR VOYAGE PACK WITH MICROCOSM AND CHAOS ENGINE PLUS ADDITIONAL WING COMMANDER, OSCAR, DIGGERS AND DANGEROUS STREETS WHILE STOCKS LAST ...230.00

ADD A GREAT VALUE *PLUS 2 PACK* INCLUDES TRIVIAL PURSUIT & ELITE 2 CD's (ONLY WHEN YOU PURCHASE A CD32) ...29.99



ATARI JAGUAR 64-BIT CONSOLE WITH JOYPAD AND CYBERMORPH GAME AVAILABLE NOW ! FIRST COME FIRST SERVED GENUINE UK VERSION ...229.99

MEMBERSHIP FEES	6 MONTHS MEMBERSHIP	ONE YEAR MEMBERSHIP	TWO YEARS + FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware orders to UK mainland addresses only.

(PLEASE PRINT IN BLOCK CAPITALS) MULL

M MACHINES

Name

Address

Postcode

Phone Machine

Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item

item

item

item

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No)

Card expiry date Signature

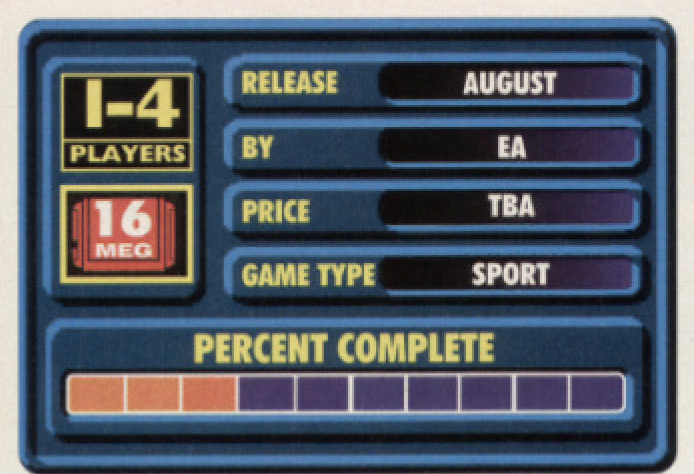
Cheques payable to: ***SPECIAL RESERVE***

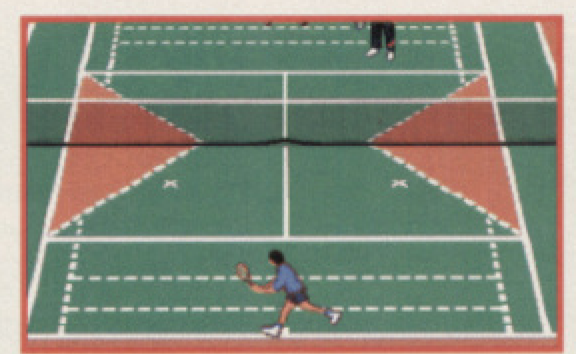
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World)
Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.

Order/Confirmation/Receipt sent for every order.
We only supply official UK products. Official suppliers of all leading brands.
We sell games and peripherals all at amazing prices for Megadrive, Mega CD, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM, CDI, CD32 and Apple Mac.
Inevitably some games listed may not yet be available.
Please phone sales on 0279 600204 to check availability before ordering.
We reserve the right to change prices and offers without prior notification.
PRICES CORRECT AT TIME OF GOING TO PRESS. 9.6.94 E & O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.







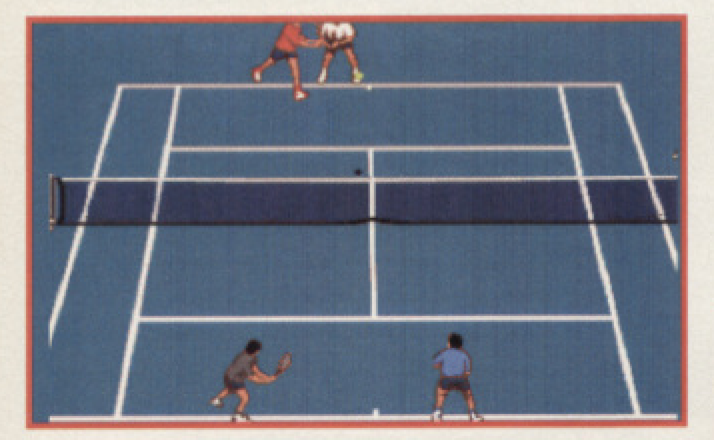




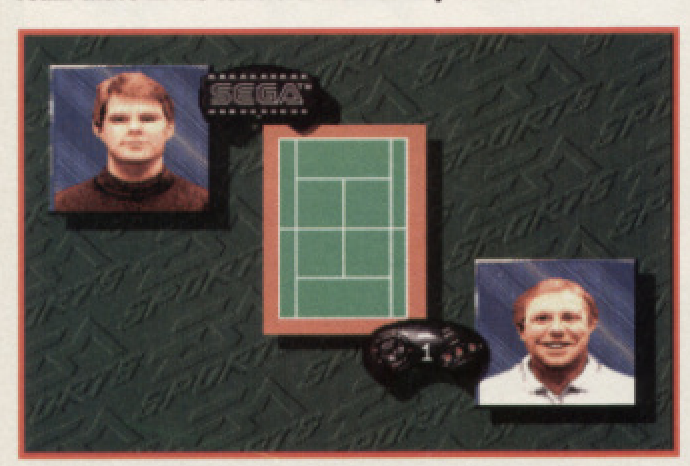
With an ever-increasing number of footy and baseball games still being churned out with machine-like regularity for the Megadrive, it's nice to see EA jumping off the bandwagon and trotting out a tennis game instead.

Currently going under the working title of EA Sports Tennis (EA is still trying to sort out a tasty licence for it), the game features 16 worldwide venues, singles or doubles play, grass, clay, hard or indoor courts with all the usual choice of shots. The action's viewed from a raised third person perspective but unusually, the camera moves around the court, zooming in on the play which although obscures parts of the court at times, is supposed to give a heightened action feel.

The players are all rotoscoped, there's a detailed training mode headed by some chap called Vic (who's apparently a hot-shot American tennis trainer) and, as long as you've got the 4-Way-Play, there's scope for some tasty four-player action as well. So far the game's only 30 percent finished but you can be sure that a full review will be on its way as soon as we get it. Stay tuned...



▲ *Tired of losing, the player in the red shirt smacks his team-mate in the cobblers. New balls please...*

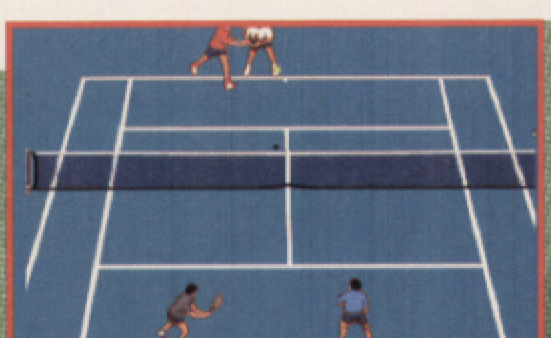


▲ *Gosh, I get all the best pictures to caption. I mean, honestly, what can I say about this! Oh yeah, two old blokes.*







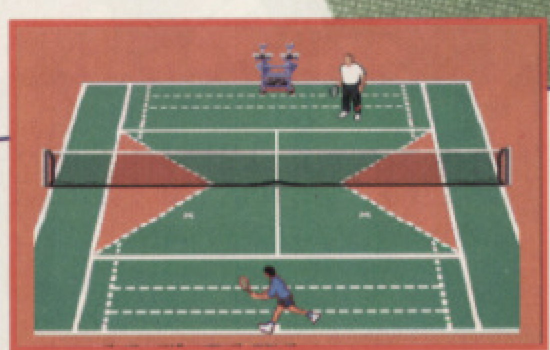


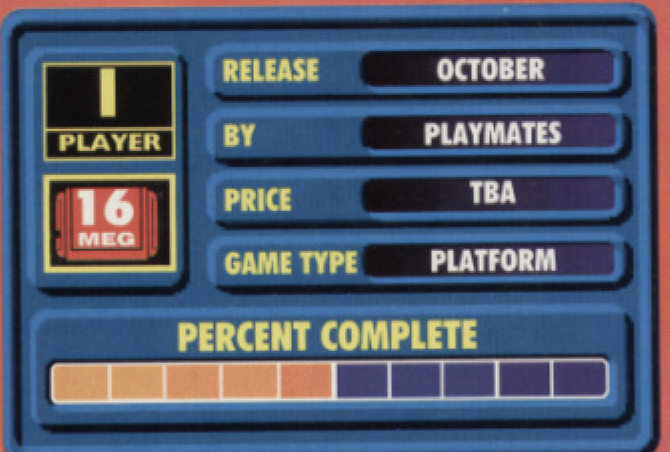
sports NIS

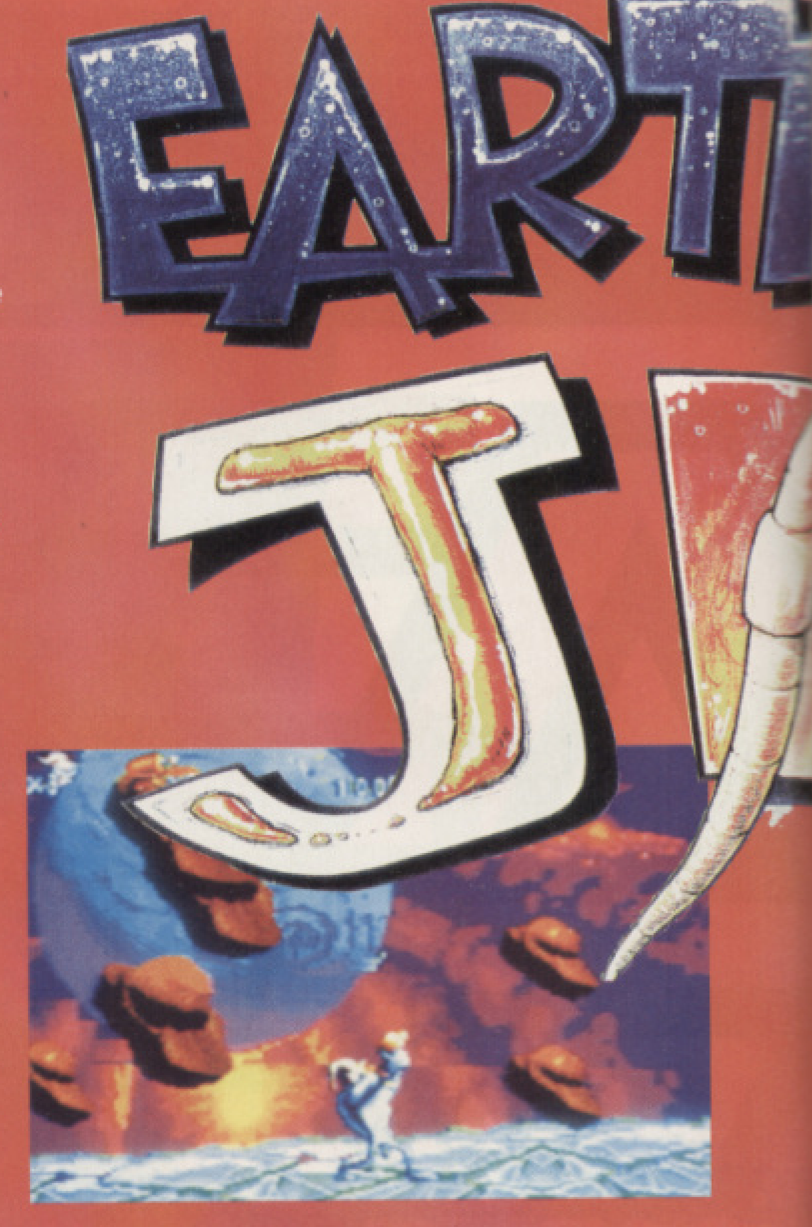
VIEW TO A SKILL

In the past, Tennis games have often suffered from perspective problems — ie. it's pretty much impossible for the second player at the other end of the court to return shots accurately. EA Sports Tennis aims to solve this perennial problem by using a TV-style camera system which zooms in and out of the action. As such, if an area of the screen is obscured slightly, the detail will be magnified slightly. Little touches like this are present throughout the game, and aim to make Tennis more instinctive to play. Similarly, with the viewpoint changing, EA have also concentrated on making the animation as realistic as possible, using the tried and tested Rotoscope system which sees people performing the actions within the game which are then translated in data.









Californian forest fires and earthquakes couldn't hold back the king of platform games, Dave Perry, who is set to conquer the gaming world once more with his brand new project Earthworm Jim. Perry, with titles such as Aladdin, Cool Spot, and Jungle Book under his belt, certainly has a reputation for turning out extremely stylish platformers. As every gamer will know his games have their own style and feel, incorporating stunning sprite animation. His latest project, Earthworm Jim, has been in development for the past four months on an around the clock basis. Nick Jones the Programming Director reveals that the team working on the project have been practically living in the office. The atmosphere is described as 'buzzing' and 'electrifying' due to the team's excitement about the game they hope will break the platform mould.

The action follows the exploits of a worm going by the name of Jim. By a miracle of evolution, Jim is transformed from a common garden worm to a platform-leaping hero armed with a plasma blaster — courtesy of a lost power suit which mutates the wearer into a super hero. The suit, however, is the property of the evil queen bee who dispatches her minions to recover it at all costs. It's Jim's job to battle through 25 levels of assorted evil baddies and rescue the princess while at the same time keeping the suit from the forces of darkness.

THE PERRY BOX OF DELIGHTS

The team at Shiny Entertainment hope to achieve a new standard in videogaming by going one step further than simply bridging the gap between games and animation. Their intention is to allow the gamer to play out the cartoon themselves. This will be achieved creating a new system called 'Animotion': a box of tricks which allows an unbelievable amount of animation to be crammed into the game. According to Shiny Entertainment, Earthworm Jim is scheduled for release in early October.



▲ *You're for the scrap heap, Bag of Bolts Man.*



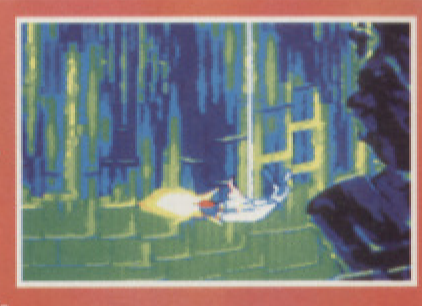
▲ *Take it easy Mr Earthworm.*







'SUIT'ABLE FOR ANY OCCASION



Jim's suit is the business. Simply take creature, add suit, and there you have it: instant superhero. As for accessories, Jim packs some heat with a plasma blaster strapped to his side. This is not to say that Jim is nothing but a suit. He adapts his natural worm abilities to assist his progress. Jim can been seen edging his way along a rope using his head as a hook. What's more, he can remove his entire body from the suit to use it as a bull-whip against tougher meanies.



ASSASSINATION CHARACTERS

A vast array of baddies are after poor old Jim now that he's the owner of the all important cybernetic war suit.

▼ ***Indigestion central when it comes to Doc Duodenum.***





▲ ***The baddest of the bunch, The Queen. A pulsating, bloated, festering, sweaty, puss-filled, slug-for-a-butt.***

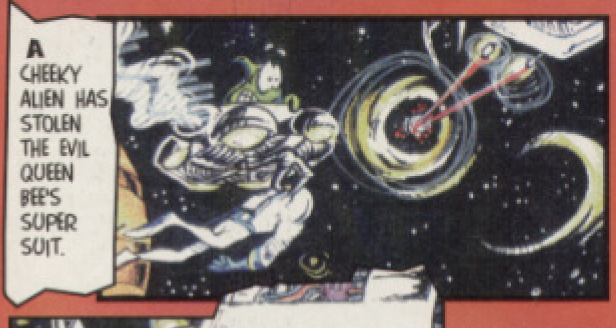
▲ ***The military bogey man, Major Mucus.***

▲ ***Wanted: home for slightly excitable puppy called Peter.***

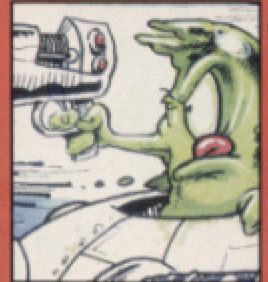
▲ ***Oh no! Jim resorts to the dreaded tickle attack. Choochie, choochie, coo.***

COMIC ORIGINS

To develop an original and rounded character, the creator of Earthworm Jim, Doug TenNapel, drew up a comic strip of the story.









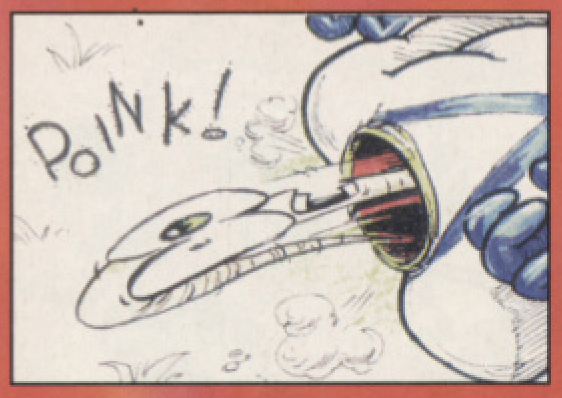


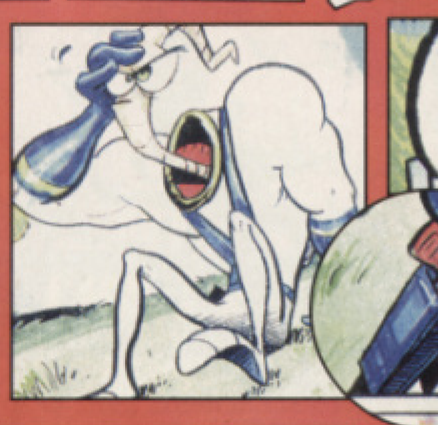


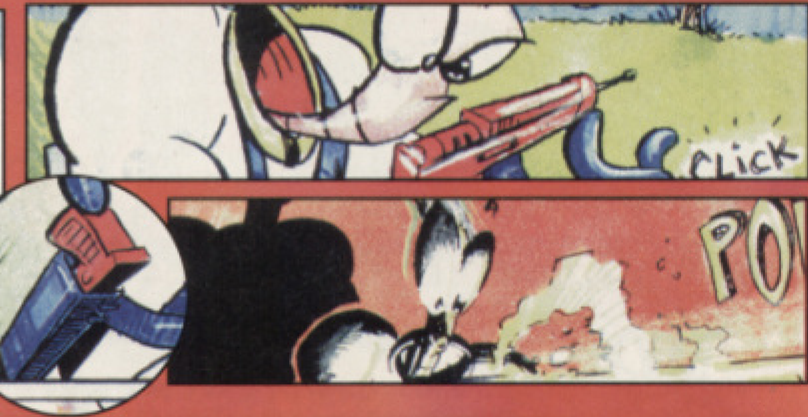


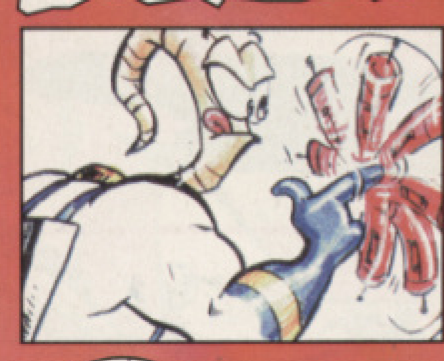




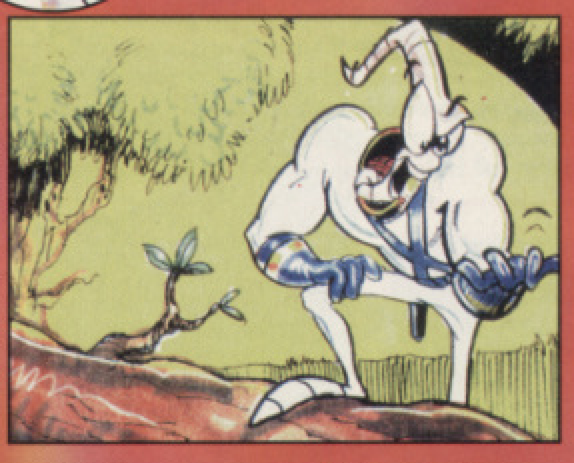


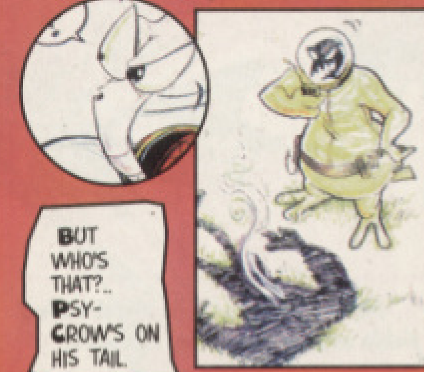
















GET THIS...



...LOW LIFE SCUM



GLOBAL GOLF



How uncharacteristic of Codemasters to give their new sports simulation the formidable and all encompassing title of Global Golf. Coming from a company whose slogan is 'absolutely brilliant' you might think it's just ambitious marketing by the spin doctors of deepest Warwickshire.

However, Global Golf is earnestly aiming to meet the promise of its title, with an attractive list of features normally found on 16-bit machines, or even PCs. At the heart of the cart is a one to four player golf tournament, viewed from behind the player, with detailed course layouts, and a long list of variables to pose a challenge.

The thinking behind Global Golf is to meld the sophistication of golf simulations with the playability required of a Game Gear game: basically depth with accessibility. With this in mind, all options, including club selection, stance, ball position and swing are selected by a joypad-linked icon menu system. Originally the game was designed with two courses; a 'country course' and a 'links' course with plenty of water, but the cart has been expanded to encompass two more international rounds. That's not all the goodies, though...



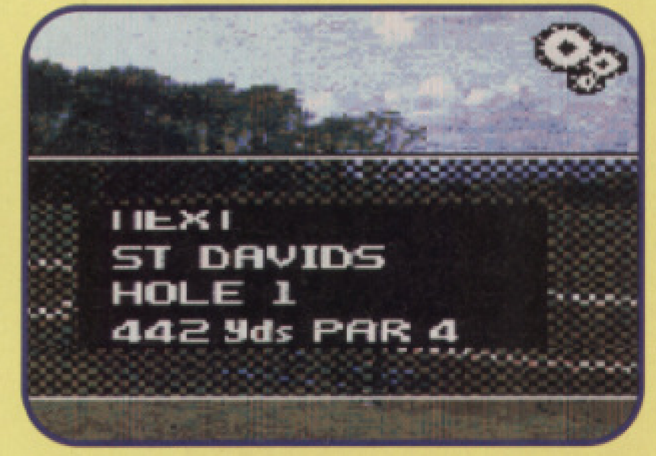


RAM RAIDER

The four megs of ROM allotted is a lot for a handheld game, but can be accounted for by the digitised animation and rendered 3-D courses. One problem that golf games face is a delay between shots as the computer calculates and redraws the view. This delay is minimised in Global Golf by an onboard RAM cache, which quickens the display.



▲ *Whatever the weather...all that's missing is Suzanne Charlton.*





HOLEY COW!

The control systems and best features of existing golf games are in evidence throughout Global Golf. All sorts of play options, like the popular Skins game are available, and the distance metre, power bar and 'lie' indicator of (dare we say it?) PGA Tour are visible. Despite these, the game still has the firm stamp of a Codemasters production throughout.



BATTLECORPS

SEGA

MEGA-CD




GET YOUR FINGER ON THE PULSE
HOT. TE

PAULS TIPS

This month all of the Mean Team have stars in their eyes. Various members of the crew have had brief encounters with that rare breed, celebrities. Young Oz still drools at the thought of his encounter with the international chanteuse Cathy Dennis. Well, the poor chap doesn't get much time off for good behaviour these days. Whereas Claire has had a slightly more topical rendezvous with the 'delicious' (her words) Steven Dorff (Dork? — Ed), of 'Back Beat' fame. Now that groovester Gus came into work this very morning with the hot news that he met Jean-Paul Gaultier at the weekend. In fact when I asked Gus who else he'd met, the list just went on, and on, and on... If you've got any star-studded tips for next month, then don't delay, send them today to: "I THINK YOU'RE REALLY FAMOUS TOO, PAUL", SMALL TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



Since this rather foolish person forgot to put his name and address at the bottom of his letter, I've now decided that enough is enough. From now on all of these anonymous tips will be credited to my cat Rainbow. After all, she is an expert gamer and has helped me out on many a tough level. So well done Rainbow for sending in this lovely load.

	ATREIDAS;	ORDOS;	HARKONNEN
2.	DIPLOMATIC	DOMINATION	DEMOLITION
3.	SPICEDANCE	SPICESABRE	SPICESATYR
4.	ETERNALSUN	ARRAKISSUN	BURNINGSUN
5.	DEFTHUNTER	COLDHUNTER	DARKHUNTER
6.	FAIRMENTAT	WILLYMENTAT	EVILMENTAT
7.	ASHLIKENNY	SLYMELANIE	ITSJOEBWAN
8.	SONICBLAST	STEALTHWAR	DEVASTATOR
9.	DUNERUNNER	POWERCRUSH	DEATHRULER

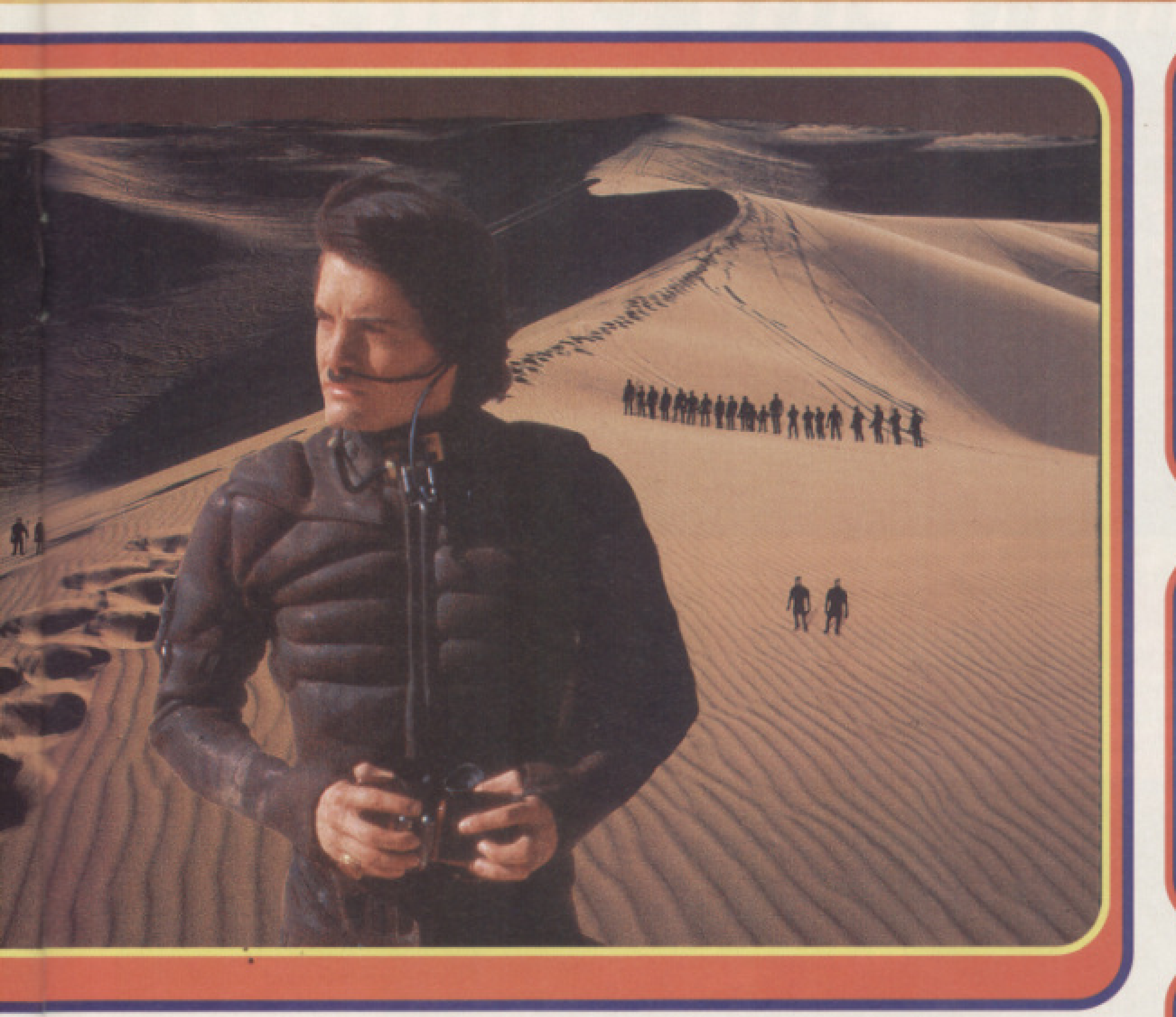
COSMIC SPACEHEAD

Here's a few codes to get your teeth around kindly donated by Douglas A. Brown from Ayrshire.

YGZZ TEEA BEWI LZIA MS96
YGQZ XEEY LJWI LQIA MS66
YGQZ XEEA L4WI LQIY MSTX
DGCW JEEA WWWI LS8V M76E
DGHF JEE6 WW8I LSW8 MYTZ
MRHF JFE6 WWLI LRW8 MMIS
MRHF OFE6 WWLA LRW8 IM63
MRHF BFE6 WWLG LRWF IDOI

Not satisfied with this selection of luvverlies? Then try your luck on the dodgems sub-game by pressing A, B, C, A, B, C, B, and START.





Castlevania

A small, but tasty tippette here for any Dracula fans. To make the game even harder and pump it up to full Expert level, all you do is perform the renowned Konami code, ie. UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A. A huge round of polite applause to Michael (Herdy) Herd and Mat (no nickname) Miller, both from Oldham, for enlightening us with that.

POWERMONGER

I received a very polite letter from a young man name of Ross Singyard, so he gets an extra gold star for neatness and, of course, his tip printed. Let that be a lesson to you potential tipsters out there! Now for the tip itself. If you enter the code MAQMOD, you'll have already conquered all the lands, which of course means you can replay any land of your choice.



Those funsters Michael Herd and Mat Miller feature again this month, well they did send in a plethora of top tips. So here we go with a stage select and sound test. Highlight OPTIONS and press START, press START again to exit. Then highlight PASSWORD and press START. Enter this password: NYUKNYUK. Now highlight >, press and hold A, B, C, and START one button at a time. A 'SECOND CONTROLLER ENABLED' message will appear. Highlight EXIT and start the game. The stage select and sound test will now appear, as if by magic.

B.O.B.



Dom and Joe from Winslow send out a lifesaver to any poor souls lost in the sea of B.O.B. Before turning on the Megadrive, plug the control pad into the second player slot. Turn on the Megadrive and hold down B when the Electronic Arts logo comes onto the screen. Now when the Foley Systems sign comes up, you should hear a funny noise. This tells you that the cheat has worked. Plug the controller back into the player one slot and away you go. This will give you infinite lives, 99 of every gun, and 9 of every Remote. And what's more, these will be renewed every time you start a level.

ROBOCOP VS TERMINATOR

Steven Walker of Kilbirnie has uncovered this cracking life bonus. For 54 lives, pause the game and press CC, AA, BB, CC, AA, and BB. In addition, the programmer has something nice to say.



MEGADRIVE TIPS



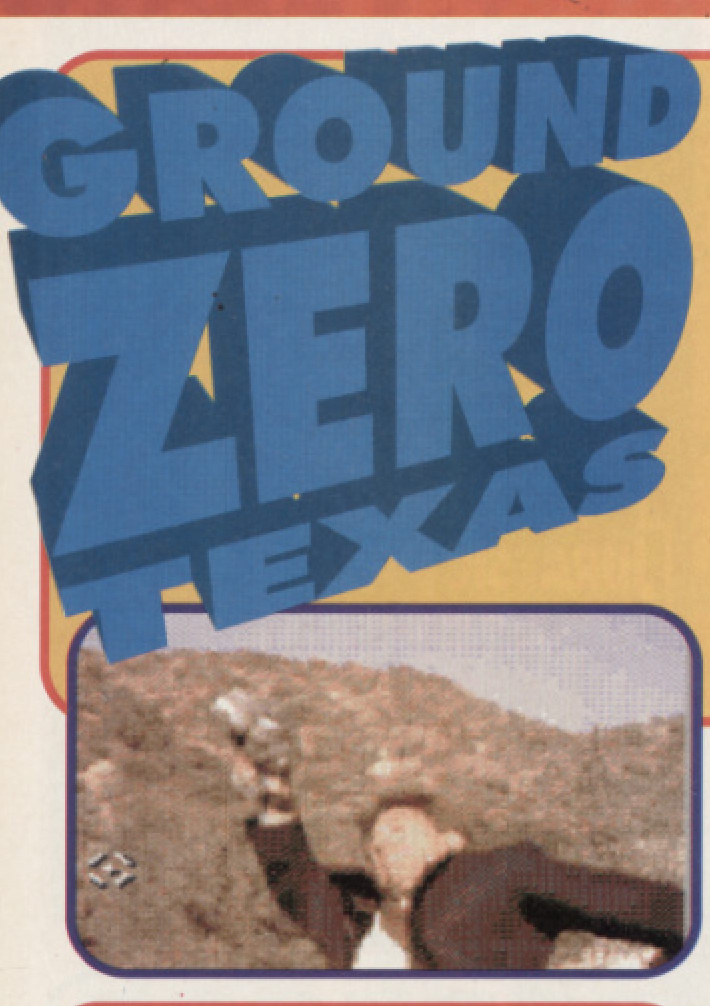
The season's well and truly over. The terraces are empty. But don't dismay because now's the time to dedicate some quality playing to your Megadrive. Steve Hall, from Wellingborough, has sent in this superb tip for Sensible Soccer that reaches the leagues that most players never reach. The cheat enables you to play the specialist leagues or cups from the normal or expert difficulty levels in beginner mode. For example, if you wanted to play the Euro-Cup, which is a specialist cup, all you do is:

1. Access the options screen.
2. Set the difficulty mode to expert.
3. Go to EXIT and access the Club teams.
4. Choose the specialist league/cup you wish to access, eg. Euro-Cup.
5. Choose your team(s).
6. When the cup first starts, abort and exit the club teams.
7. Re-enter the options screen and set the difficulty level to beginner.
8. Exit the options and return to the club teams.
9. Now go to the cup at the top of the screen.
10. There should now be two options, 'Make new cup' and 'Continue Euro-Cup'.
11. Go to 'Continue Euro-Cup' and you should now continue the cup in beginner mode.

However there is a downside to this cheat as you can't save the game. Still, you can't have everything.



MEGA-CD TIPS





For the final instalment from the Herd and Miller duo we have a secret scene. It makes you wonder where they get all this secret stuff. Do they have a Bond-style 'Q' bloke who installs all these added extras? Anyhow, when the credits roll, just press C, B, and A, then press START.

LEMMINGS

Alexander Hills from Edinburgh has sent a useful cheat for a level select for all of you out there who enjoy watching poor little men fall to their doom. When the Sega logo appears, hold down buttons 1 and 2 and rotate the D-pad in a clockwise direction until you hear a bell. Wait for the options screen to appear, and then select a level at your leisure.



At long last, a cheat for Micro Machines. What's more, it's an absolute winner. Go to CHALLENGE twice and select any character. During the qualifying race, cruise past the other characters and, before you cross the finishing line, stick the car into reverse and take the chequered flag. From this point on you'll have super speed! And believe me, it's great. A Wembley stadium sized Mexican wave for London Kim, from Surbiton, who sent in this treasure.



MASTER SYSTEM TIPS

DESERT STRIKE

In his rush to send me his tip, Karim Bourouba obviously forgot how to spell properly. As a result we have a plum pudding of codes for Dessert Strike.

Campaign 2 - QQGRJMP
Campaign 3 - QPLAOJR with Carlos Valdez
Campaign 4 - QPCEAQW



IT'S HERE!
AND IT'S HOT

JAGUAR UK OFFICIAL PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

THE WORLD'S FIRST 64-BIT CONSOLE

The 64-bit Jaguar is here to make other games consoles look prehistoric!

Atari, the inventors of video games, have developed another world exclusive - the FIRST EVER 64-bit games console. Why settle for less, when the Jaguar can deliver arcade quality sound and graphics in games which would be impossible to play on other consoles. Check out Jaguar's impressive specifications, then visit your nearest Silica store for a demonstration. Or, if you can't wait to get your hands on one, call our mail order hotline now. Stock permitting, we can make sure your Jaguar is delivered to you the day after we receive your order (UK mainland). And, delivery (Mon-Fri) is FREE!

CD-ROM add-on

To provide access to even bigger and better games, plus films and standard music CDs, Atari expects to deliver a CD add-on for Jaguar before Christmas '94.

- 5 Processors
- 64-BIT DATA BUS
- 2Mb 32-BIT RAM
- Spectacular 32-BIT Graphics including 3D Animation
- 16.7 Million Colours
- CD Quality Stereo Sound
- 17 Button Controller
- Plugs Straight into a TV
- Free Cybermorph Game

On Cartridge - Worth £39 INC VAT

AWESOME SOFTWARE

There are almost 100 companies in partnership with Atari for Jaguar software, with over 50 cartridge titles in progress. The following are the current titles, with Atari's release dates. Return the coupon for a full list.

Crescent Galaxy - *NOW*	£39
Evolution - Dino Dudes - *NOW*	£39
Raiden - *NOW*	£39
Tempest 2000 - *NOW*	£49
Wolfenstein 3D - *JUNE '94*	£49
Alien v Predator - *JULY '94*	£54
Club Drive - *JULY '94*	£49
Kasumi Ninja - *AUG '94*	£49
Redline Racing - *AUG '94*	£54
Brutal Sports Football - *AUG '94*	£54
Doom - *AUG '94*	TBC
Rise of the Robots - *AUG '94*	£49
Tiny Toons Adventures - *AUG '94*	£49

ACCESSORIES

Jaguar Controller	£24.99
Composite Monitor Cable	£16.99
RF Switch Box inc Cable	£16.99

All Prices include VAT

ATARI JAGUAR™ 64-BIT

FREE! CYBERMORPH WORTH £39

JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH GAME

£229

INCLUDING VAT - JAG 1064

SILICA 1978 1993 15 YEARS SERVICE TO YOU

THE SILICA SERVICE

Before you decide when to buy your Jaguar console, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland (there is a small charge for Saturday delivery).
- ***TECHNICAL SUPPORT HELPLINE:*** A team of technical experts will be at your service.
- ***PRICE MATCH:*** We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 15 YEARS:*** We have a proven track record in professional computer sales.
- ***PART OF A £50M A YEAR COMPANY:*** With over 300 staff - We are solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts are available. **Tel: 081-308 0888.**
- ***SHOWROOMS:*** We have demonstration facilities at all our stores.
- ***THE FULL STOCK RANGE:*** All of your computer requirements are available from one specialist supplier.
- ***FREE CATALOGUES:*** Will be mailed to you, with special reduced price offers, as well as details on all software and peripherals.
- ***PAYMENT:*** We accept most major credit cards, cash, cheque or monthly terms. (APR 29.8% - written quotes on request).



MAIL ORDER
PLUS TECHNICAL AND HEAD OFFICE
081-309 1111

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor), St James Barton	0272 291021
CHELMSFORD	Debenhams - (2nd Floor), 27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor), 11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor), 97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor), Millbrook	0483 301300
HULL	Debenhams - (2nd Floor), Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor), Westgate Street	0473 221313
LONDON	52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor), 334 Oxford St	071-493 3735
LONDON	Selfridges - (Basement Arena), 369 Oxford St	071-629 1234
LUTON	Debenhams - (1st Floor), Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor), Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor), Royal Parade	0752 266666
SHEFFIELD	Debenhams (3rd Floor) The Moor	0742 768611
SIDCUP	1-4 The Mews, Hatherley Road	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor), Queensway	0703 223888
SOUTHEND	Keddies - (2nd Floor), High Street	0702 468039

To: Silica, MEANM-0894-217, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE ATARI JAGUAR

Mr/Mrs/Miss/Ms: .... Initials: ....

Surname: ....

Company (if applicable): ....

Address: ....

....

....

....

.... Postcode: ....

Tel (Home): ....

Tel (Work): ....

Which computer(s), if any, do you own?

.... 217B

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

Right, get yer skates on, because we've assembled the mother of all Skitchin' guides. Sorry, did you say "why are you tipping Skitchin' since it's a bit crap?" Well, after having played the game intensively since the review, Gus thinks we were perhaps a tad harsh with this Road Rash clone. Skitchin' has it all: reflexes, strategy and a mappable playing area. So get ready to slide up someone's rear-end in style!



YOUR A-Z

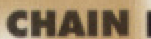
The routes of each Skitchin' course are identical each time you play. The game is much easier when you've learned the location of weapons, ramps and the worst hazards. Here are the first seven courses mapped, with a key to each feature.

KEY

RAMP
Ramps are used to perform tricks. They take various forms, including dirt-piles.

BAR
A simple weapon, found on the early roads. Low damage.

PIPE
An effective weapon, found commonly. Low damage.



CHAIN
Found from Seattle onward. Medium.

NUNCHAKA
Quite rare, but very effective. Medium damage.

BAT
An occasional baseball bonus. High damage.

ROCKET SKATES
A powered speed boost, lasting around ten seconds.

SLICK
Oil patch that can cause a fatal loss of balance.

GLASS
Causes imbalance and wheel damage.

ROAD BLOCK
Barriers which cause you to crash.

LANE CLOSED
These areas have no traffic and are usually full of ramps, weapons and hazards. Move into them.

CROSSOVER
Major points where traffic crosses to the other lane. Common later on.

SHARP BENDS
Occur from San Francisco onward. Bends where it's easy for Skitchers to fall off.

MANHOLE COVERS
Potential destabilisers, which hog that 'safe' central part between the two lanes.



COURSES

0.1 0.3 0.5 0.7 0.9 1.1 1.3 1.5 1.7 1.9 2.1 2.3 2.5 2.7 2.9 3.1 3.3 3.5 3.7 3.9 4.1 4.3 4.5 4.7 4.9 5.1 5.3 5.5 5.7 5.9 6.1 6.3 6.5 6.7 6.9

VANCOUVER

0.2 0.4 0.6 0.8 1.0 1.2 1.4 1.6 1.8 2.0 2.2 2.4 2.6 2.8 3.0 3.2 3.4 3.6 3.8 4.0 4.2 4.4 4.6 4.8 5.0 5.2 5.4 5.6 5.8 6.0 6.2 6.4 6.6 6.8 7.0

A gentle track to start with all the bonus action on the right. The best time to ride cars is between 4.3 and 2.6 and from 2.0 to 1.3.



One of those areas when you just have to hang on and hope.



Get it together in Denver and you can make some serious trick money. Watch for the two trap ramps (2.7 and 1.1). They have obstructions placed where you land, so take the ramps while moving sideways to land in the opposite lane.

DENVER

Ride cars until 2.0 unless you need a weapon. Watch out for the frequent crossovers. This is a good course to go thrashing.

SAN DIEGO

LAW OF THE ROAD

Here are some invaluable tips on the rudimentary skills used in the game.

RIDIN' CARS

There are two methods of grabbing cars; the quick and the safe. Use the safe when you start off, but you'll need the quick method if you crash out on later levels, as it allows you to skitch from a virtual standstill. Reverse for cars on the opposite lane.

METHOD 1(CARS ON RIGHT HAND SIDE)
1. Move to a position just left of the centre line.
2. Use slingshot skate to reach same speed as traffic.
3. Wait for car to appear in main window.
4. Move right and press A together.

METHOD 2 (QUICK SKITCH)
1. Position yourself to just right of centre line.
2. Watch car in rear mirror.
3. Start grabbing (A) when car is at its largest in mirror.

SEATTLE

This city has some pretty extensive roadworks — put them to your advantage by riding the two closed lane areas, and getting those rocket skates.

SAN FRANCISCO

The last track before glass becomes too common to even bother mapping it, much of it in the central area. This is a ramp free zone. If you have weapon, ride and bash all the way.

It's hard to see past buses

LOS ANGELES

Minor hazards are no longer listed. This course sees the introduction of sharp corners and manhole covers.

FIGHTING TALK

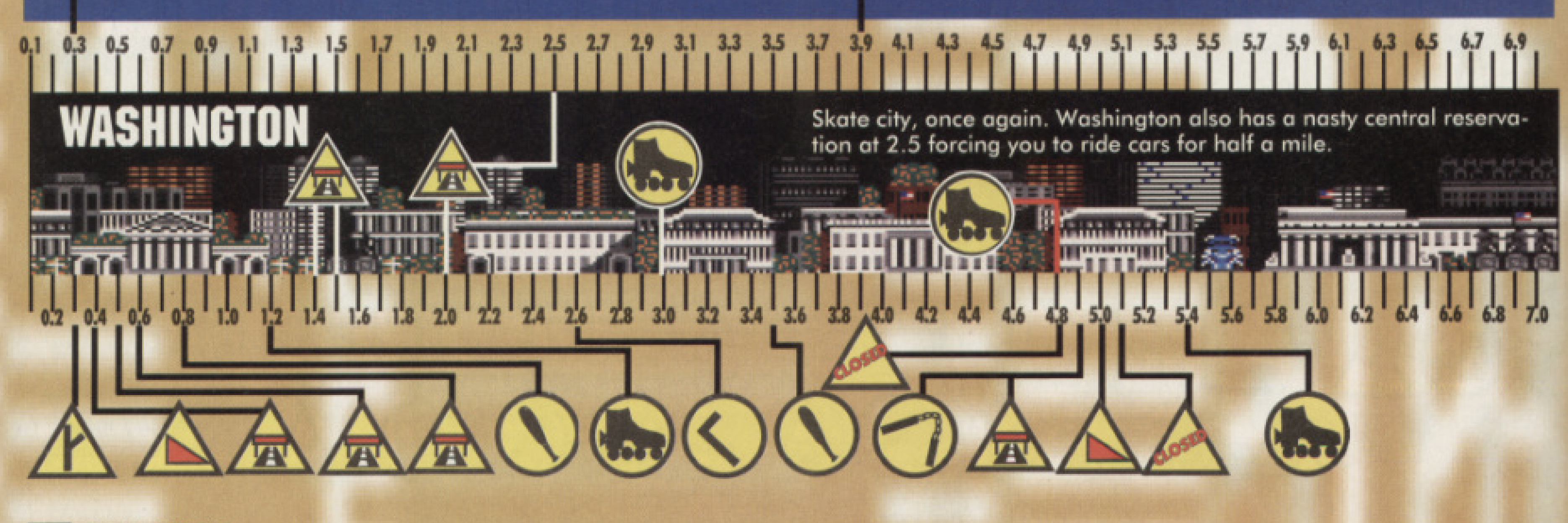
Assume a full complement of weapons early on: they are easy to lose. Don't pick up pipes or bars on later levels. It's better to fight when skitching, avoid thrashing on the open road as you lose speed. A good fighting method is to duck as you ride the car and hit the opponent low. Don't fight on oil. Try and use your attack to knock opponents into the path of cars.

RAMPANT

The first three courses offer enough ramps to take you to the bonus round, so trick every one. To trick you don't need a great amount of speed. Move the joypad in the direction of the trick as you hit the top of the ramp, then leave the joypad alone! Also, the fallen bodies of skaters may be used as impromptu launch ramps. Don't try and direct your skater in mid-air: the angle at which you hit the ramp is the angle you'll continue travelling. Some ramps have blocks ahead, so approach the ramp with the intention of changing lanes in mid-air.

BONUS ROUND

Make sure you get the first bonus 'boning' track. There's a whip (high damage) found at 0.3 in the centre. Very useful to have.





1 PLAYERS

GAME TYPE
ADVENTURE

PRICE TBA

BY CORE

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES:3
SKILL LEVELS:3
RESPONSIVENESS:GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

STAGE 4 (NORMAL)

ORIGIN

Battlecorps uses a classical 'rogue computer' scenario to dress the remarkable 3D engine Core originally developed for Thunderhawk.

GAME BREAKDOWN



GAME AIM

Make it to the Cyberzone, at the heart of Mandelbrot and destroy the infected computer system, Moses.

Mandelbrot. The name of the forefather of Chaos Mathematics must have crossed someone's mind when they first saw its surface. Miles of barren, lifeless replication, a fractal pattern, having no clear distinction as a whole, yet each acre, each foot, each square millimetre subtly different to those surrounding it.

Aesthetics, or even the quaint systems of late Twentieth Century number theory were not on those first explorer's minds. The quest for resources, in particular a plentiful source of Meridium, a prerequisite of the Super Fission energy process fuelled their expeditionary drive. Not native to earth, the element is found on dense planets clustering exceptionally heavy metals: planets like Mandelbrot.

Mandelbrot soon becomes fringed with the forms of a colonial mining operation, and the slow rape of a barren world begins apace. But the fractal arc has at least one twist. The main bio-computer, MOSES (Multicameral Organic Synergistic Energised System) is compromised and infected by a virus, at the hands of a rival mining company. Re-calculating the colonists as a threat to Mandelbrot (computers can show the most poetic logic) MOSES places lives and profit at risk. Back on Earth the decision to dispatch a regrettably expensive quasi-military expedition to disable the CPU is made, and three BAM Armordillos head off for Mandelbrot.







VIEW FROM THE BRIDGE

Best get acquainted with the complex console layout of the BAM, as you wont have time to find the gas pedal when you're under attack.







▲ Games action ahoy in this action packed screen shot

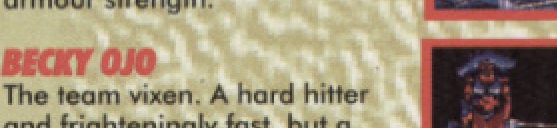
COMMENT

PAUL

BattleCorps sweats originality and innovation from the very start. Even the options menu deserves a slight gasp of disbelief as it rotates within an isometric 3D perspective. As soon as you get into the game, its beauty becomes even more apparent. The scrolling and movement are fluid and react perfectly to the controls. An immense amount of attention has been paid to the landscapes and sprites, and it seems almost a shame to destroy them. The solidity of the gameplay is only surpassed by the simplicity of the control system. It just feels so natural moving around the terrain, easing off on the acceleration as you let another missile fly. Above all, the music has to be some of the best that I've heard for a game. The mixture of steely guitars and ambient techno tunes, matches perfectly the nightmarish scenario of a titanium-clad marine battling against the odds. This is an excellent example of planning and design that has paid off, and this makes Battlecorps an essential for the Mega-CD library.

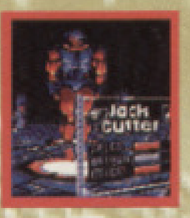
JOKS TRAP

By the mid-cent, you would be laughed out of Operations for suggesting we send REAL people on an expedition such as this. Human life isn't any more sacred, but hardware is darn cheaper. The BAMs work by downloading a human intelligence into a cyborg environment. You have three personalities to select from:



JACK CUTTER

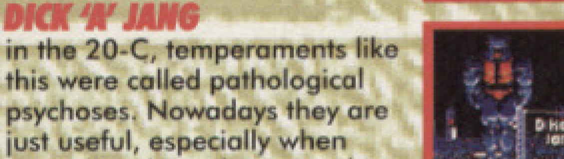
Age and experience count here. Jack also exhibits the best all round characteristic of average speed, firepower and armour strength.



BECKY OJO

The team vixen. A hard hitter and frighteningly fast, but a low tolerance to fire is her great weakness.





DICK 'A' JANG

in the 20-C, temperaments like this were called pathological psychoses. Nowadays they are just useful, especially when controlling kit as heavy as this.











BE BRIEF

Your mission is extensively briefed by Mission Coordinator Lt. Calgary, with the aid of diagrams and speech. There is also a FMV (video) introduction of the plot.

















▲ The outline of approaching doom.

▲ I'm your number one fan!

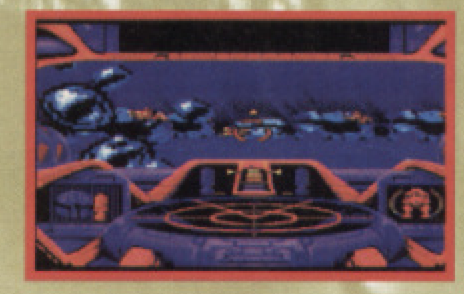
▲ This is what you get to wear. Neat, huh?

MERIDIANS

Mandelbrot incorporates five environmental zones, not counting the unique nexus that MOSES has created for himself at the planet's core. Far from being mere changes of scenery, the varying zones hold different enemy types, fixed features and require different tactics for playing. The five sceneries furnish the thirteen different levels of the game.

AQUATIC

The dynamics of fighting underwater; sluggish movement, poor visibility and limited weapons, make these an area where you are disadvantaged. Unfortunately, MOSES has some excellent custom aquatic equipment at his disposal.



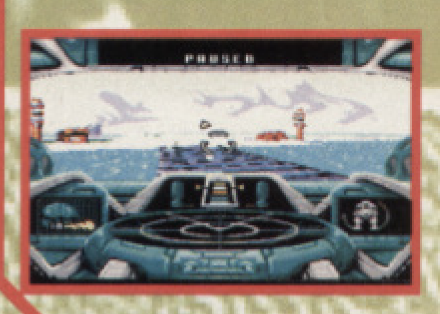
LAVA

Overheating problems figure highly on these zones, as crossing molten areas is sometimes necessary. One level features a fearsome advancing wall of flame.



PERMAFROST

Visibility problems beset operations in these zones, with a virtual whiteout. Again, lateral thinking is required to explore these areas to their full extent.



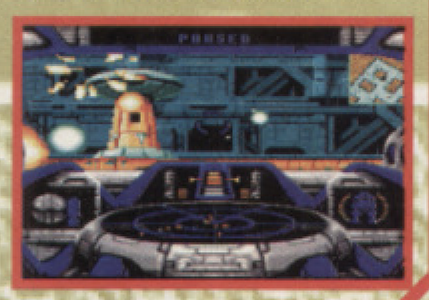
MINING LABYRINTH

A confusing array of tunnels and faces, created for the extraction of Meridium. This is one of the puzzle-led areas of the game, with shields, switches and hidden areas to be located.

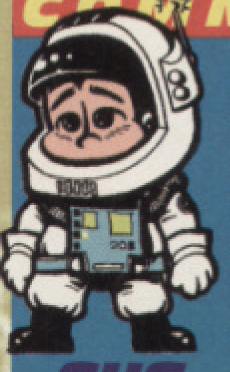


INDUSTRIA

These are 'hunt and kill' locales, laid out in large open chambers with many wandering enemies and hidden emplacements. A systematic approach is necessary.



COMMENT



GUS

Cool. It's rare for a company to take much note of criticism in the way Core obviously have with Thunderhawk. Battlecorps takes the greatest bits of that radical helicopter sim and improves immensely on the play side. Although the 3D loses some of its impact second time round, the game still looks marvellous, and it's surprising how much visual variety exists throughout the levels. It's the missions and not the cosmetics that make the game, though. Thoughtful strategic battle action works better than a mad arcade rush, although Battlecorps can get as frenzied as you could fancy, and presents a real nugget of challenge on the later levels. The only 'Mechwarrior-type' 3D blaster on the Sega formats, and rather an essential one at that.



FULL METAL JACKET

In addition to standard twin plasma cannon, you have limited supplies of the following.

MISSILES





MORTARS





PLASMA PULSE





FLAME THROWER







▲ *Fire, my heart revel: burn and me consume.*



▲ *A tense battle-fire situation.*



CHAOS ENGINE

Battlecorps is the second game to utilise the 3D rendering engine that Core Design created for Thunderhawk on Mega-CD last year. The same technology will be found in a future release, Soulstar, and a similar idea power BC Racers (now called Chuck Rally), a 3D racing game currently in production.



GRAPHICS

91

▲Fast, smooth and detailed 3D graphics system. Some of the enemies are FAB.

▼Things get blocky close up.

SOUND

87

▲Long sections of dialogue used imaginatively and atmospherically.

▼Those rambling 'axe' solos are soooo wrong for a futuristic shoot 'em up.

PLAYABILITY

93

▲Wonderfully playable — at the same time testing, rewarding, logical and unpredictable. You'll fight for every inch of progress,

LASTABILITY

89

▲The thirteen missions are huge, with three levels of skill included. Lastability reinforced with concrete.

VFM

90

▲So much crammed onto one disc — no expense spared, as John Hammond would say.

OVERALL

92

A beautifully crafted piece of Mega-CD software with just the right balance of action and adventure to satisfy all needs.



1-2 PLAYERS | **16 MEG**

GAME TYPE
DRIVING

PRICE	39.99
BY	SEGA
RELEASE	IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINATE
SKILL LEVELS: 3
RESPONSIVENESS: SLOW
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
WIN GAME ON EASY

ORIGIN
Based on the arcade game of several years back. Also included is a conversion of the original arcade game.

GAME BREAKDOWN

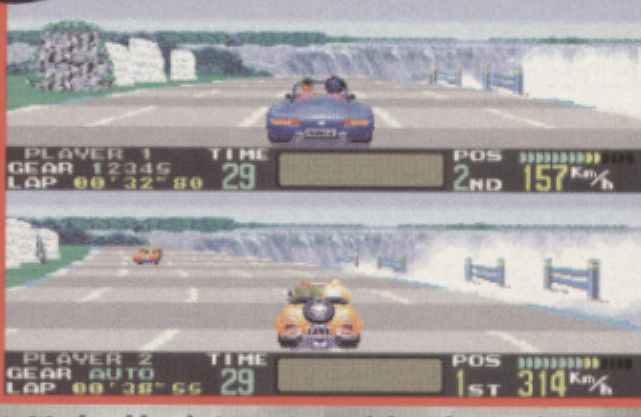


GAME AIM
Choose your wheels and race like the wind across the world. Alternatively, find a chum and race them to your heart's content.

OutRunners

Remember the good old days of car chase films like Smokey and the Bandit? The devilishly charming lead role was always played by a lovable rogue like Burt Reynolds or Jackie Gleeson. Off he raced, leaving a trail of dust and battered cop cars. Sure, he broke the law, but what the heck: he was just a free spirit in search of the American dream on the highways and byways of the land of the free.

Now's your chance to relive those days of dashing from state to state with the law hot on your heels. Out Runners is a split-screen affair in which you race against a computer-controlled car (as in the original arcade version) or opt for two-player mode and joyride the planet in an attempt to beat a friend. With speeds in excess of 400kph, the countries of the world whizz past at an alarming rate, but that's not to mention the obstacles which ,may stop you reaching the elusive qualifying time. With eight litres of engine throbbing beneath you, it might be an idea to buckle up for this trans-global race of a lifetime.



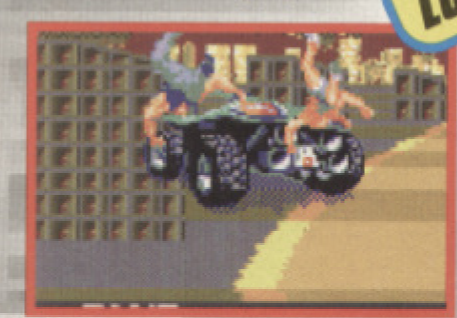
▲ *It's the old rocks/water/potential crash scenario.*


▲ *It's Evil Knievel and his amazing one tyre wheelie.*

▲ *"I knew we should have turned left at Alberqurque"*







LOCAL SPEED TRAPS

It seems the local inhabitants aren't all that chuffed with the high speed exploits of the boys and their toys. All manner of local transport impedes your passage. It may be street cars in San Francisco or a herd of elephants on the African savanna. Whatever the obstacle, they're going to give your ABS a severe bashing.





IT'S A SMALL WORLD

There's hardly a country left unaffected by Out Runner's hot-rods. The race kicks off in the US and, after completing the first track, the drivers have the choice of heading east or west. Taking the eastern route leads the racers over either the plains of Africa or the historic landscapes of Europe. Head west and the action covers the Californian highways through to the Russian steppes. Ultimately, the tracks come to a rapid end on the opposite side of the planet.The action is non-stop as the drivers aren't afraid of getting their feet wet. With a splish and a splosh, it's sea bed fun. Strange, but true.

COMMENT

PAUL

This certainly takes me back — about ten years to be precise. The days when driving games were all about moving the central sprite from left to right, avoiding both the edges of the tracks and the occasional blocky obstacle. Ooh! the fun. Ooh! the strategy. Out Runners is far from cutting edge technology. The gameplay consists of steering, if you can call it that, the car along some roads. And yes, that's about it. The control system is non-existent: there's no swerving or dodging, just some lucky misses. Similarly, the car veers towards the side of the tracks regardless of how hard you try to alter course. The animation is quite appalling. The roadside zips past constantly repeating ill-proportioned buildings and people. As for the obstructing creatures and vehicles, it seems as if somebody has forgotten to include the collision detection in the programming. The split-screen is fine for two players, but you'd have thought they'd have expanded it to full size for the one-player mode. This game is enough to drive you up the wall.

DREAM MACHINES

This is probably the only chance that most of us will have to drive something that pushes 400Ks. There are eight of these beauties, ranging from an Alfa Romeo Spider lookalike to a souped-up dune buggy. The cars have pretty much the same performance, making the driver's skills all the more important.

COMMENT



STEVE

Blimey, I'm starting to feel old. I remember all the hype for the original OutRun coin-op and the subequent conversions. I can also remember playing the Atari ST version to death despite its awful multi-load system. However, the memory cheats and technology moves on — although the team behind Out Runners don't seem to realise this. Remember the days when a race game simply involved moving a blocky sprite left and right, with only the occasional corner to worry about? It's all here. As are the dated, repetitive backdrops, lazy use of split-screen and crap sound effects. Out Runners would have been dated a year back, now, though, it could be carbon-dated. If Virtua is the Ferrari of race games, this is the Robin Reliant. Do yourself a favour and ignore it...



▲ Santa joins in on the festivities. Sod off, Beardy, you don't exist...

▲ Glug, glug. Action under the sea. Under the sea, under the sea, tra-la-la-la I like Disney...

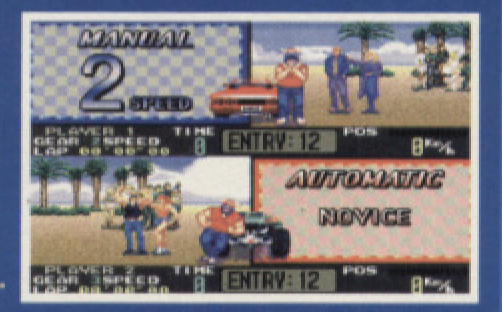
▲ Hey, look! A Little Chef. I love Jubilee Pancakes, me...

THANKS TO

Our review copy of Out Runners was supplied by Martin at Video Games Centre, Bournemouth. Give him a call on 0202 527314.

GOT ALL 'O' GEARS

Depending on the player's driving proficiency, there are options for manual or automatic gears. Automatic allows the driver to keep his concentration on the road all the time, but is limited in acceleration and top speed. In manual mode the gear shift is fast and responsive, but demanding on timing and nerves.



▼ Visit the wonders of the world and drive all over them.



WILD CHASER

SPEED BUSTER

GRAPHICS 65

▲There's a good attention to detail — the crashes in particular.
▼Why do they use the same old lazy 'let's repeat the same objects on the road' trick?

SOUND 62

▲Opt for the noisy engines for some juicy revving.
▼The music seems to have been composed and performed on a Stylaphone.

PLAYABILITY 52

▼ Playa.. what?! Out Runners probably hasn't heard of the term. How much fun can guiding a sluggish sprite through repetitive levels be?

LASTABILITY 48

▼The boredom factor soon sets in when the realisation hits home that there's nothing much to see.

VFM 45

▼This game is not worth the circuitry it's printed on. Don't bother forking out for it.

OVERALL 50

What promised to be a sincere conversion from the arcade is an insult to the concept of a racing game.



IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper.

A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.



ASA

This space is donated in the interests of high standards in advertisements.

SEGA MEGADRIVE (UK)

TITLE	RRP	OUR PRICE
Agassi Tennis	£44.99	£19.99
Aladdin	£49.99	£39.99
Another World	£44.99	£19.99
Aquatic Games	£39.99	£14.99
Asterix	£49.99	£34.99
Barkley Jam	£39.99	£34.99
Batman Returns	£39.99	£14.99
Blades of Vengence	£44.99	£29.99
BOB	£44.99	£19.99
Bubsy	£44.99	£19.99
Castlevania IV	£44.99	£37.99
Chakan	£44.99	£19.99
Chuck Rock 2	£44.99	£37.99
Cool Spot	£44.99	£24.99
Davis Cup Tennis	£44.99	£37.99
Double Clutch	£39.99	£19.99
Dr. Robotnik Mean Bean Machine	£44.99	£36.99
Dune 2	£49.99	£42.99
Dungeons & Dragons	£44.99	£19.99
EA Sports Double Header	£44.99	£24.99
Eternal Champ.	£59.99	£47.99
EX Mutants	£39.99	£19.99
F117 N. Storm	£44.99	£29.99
F1 Racing	£49.99	£42.99
Fatal Fury	£44.99	£24.99
Fifa Soccer	£44.99	£39.99
Gods	£39.99	£19.99
Grandslam Tennis	£39.99	£19.99
Greatest Heavyw's	£59.99	£47.99
Gunship	£44.99	£29.99
Gynoug	£39.99	£14.99
Immortal	£39.99	£19.99
James Pond 3	£44.99	£19.99
John Maddem 93	£44.99	£19.99
Jungle Strike	£44.99	£37.99
Jurassic Park	£49.99	£29.99
Kick Off	£44.99	£19.99

TITLE	RRP	OUR PRICE
Lethal Enforcers	£64.99	£54.99
LHX Attack Chopper	£44.99	£14.99
Lotus Turbo 2	£44.99	£24.99
McDonalds Treasure Lane	£49.99	£39.99
Meglomania	£44.99	£19.99
Mortal Kombat	£49.99	£39.99
M. League Football	£44.99	£19.99
M. League Hockey	£44.99	£39.99
NBA Jam	£49.99	£42.99
NHL 93	£44.99	£19.99
NHL 94	£44.99	£37.99
Outrun 2019	£39.99	£14.99
Pete Sampras Tennis	£44.99	£37.99
PGA European Tour	£39.99	£36.99
Populous 2	£44.99	£22.99
Powermonger	£39.99	£14.99
Ranger X	£44.99	£29.99
Ren & Stimpey	£39.99	£34.99
Rings of Power	£44.99	£19.99
Rocket Knight Adv.	£44.99	£29.99
Sensible Soccer	£39.99	£34.99
Skitchen	£44.99	£37.99
Sonic	£39.99	£19.99
Street Fighter 2	£59.99	£44.99
Sub Terania	£44.99	£37.99
Summer Challenge	£39.99	£24.99
Sunset Riders	£44.99	£19.99
Super Man	£44.99	£19.99
Super Monaco GP 2	£44.99	£19.99
Sword of Vermillion	£59.99	£24.99
T2	£44.99	£19.99
Turtles Tournament Fighters	£49.99	£39.99
Turtles Hyperstone	£44.99	£19.99
Ultimate Soccer	£44.99	£24.99
Virtua Racing	£69.99	£59.99
Wimbledon	£44.99	£19.99
World Cup USA	£44.99	£37.99
X Men	£44.99	£24.99
Zombies	£39.99	£29.99
Zool	£44.99	£19.99

SEGA CD

Batman Returns	£39.99
Chuck Rock	£29.99
Double Switch	£Call
Ecco	£39.99
G Zero Texas	£42.99
Hook	£29.99
Jaguar XJ220	£39.99
Microsm	£42.99
Sherlock Holmes 2	£39.99
Silpheed	£39.99
Sonic CD	£39.99
Thunderhawk	£39.99
World Cup USA	£34.99
Wolf Child	£24.99
Wonderdog	£39.99

+ Clearance USA CD Titles **CALL**

HARDWARE

Sega Megadrive 2 + 2 Pads £84.99

Sega Mega CD + Road Avenger + Hi Fi Leads etc £179.99

Sega Megadrive 1 + 2 pads £74.99

Pads

6 Button Control Pad £9.99



CONSOLE CONNECTIONS

The Shop That Delivers

Unit 2, Old Bake House Lane, Chapel Street, Penzance, Cornwall TR18 4AE

Tel: 0736 331131 10.30am - 5pm



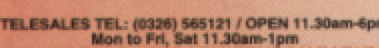
TEL: 0336 424139



System Game



TELESALES TEL: (0326) 565121 / OPEN 11.30am-6pm Mon to Fri, Sat 11.30am-1pm





Atari Jaguar With Syber Morph £224.99

Call and hear the newest releases and prices for the Megadrive and Mega CD, Amiga and CD32.
Plus each caller gets to enter into a FREE PRIZE DRAW to win a Atari Jaguar.
Plus five runner ups to receive copies of World Cup Soccer

OTHER TITLES - MEGADRIVE

Addams Family	£35.99	Flashback	£37.99	Risky Woods	£19.99
Aladdin	£39.49	Fatal Rewind	£17.99	Road Rash	£21.99
Alein Storm	£14.99	Football 93	£21.99	Robocop v's Terminator	£39.49
Another World	£21.99	Forgotten Worlds	£21.49	Sensible Soccer	£33.99
Atomic Runner	£19.49	Formula One	£42.50	Sonic	£19.49
Basketball	£21.99	G Log	£19.99	Sonic Spinball	£38.99
Battle Toads	£21.99	Hellfire	£17.99	Speedball 2	£19.49
Bio Hazzard Battle	£19.49	Hook	£34.99	Spiderman	£17.99
Buck Rogers	£19.49	James Pond 2	£21.99	Street Fighter 2	£49.99
Cyber Sustile	£25.99	Joe Montana	£21.99	Streets of Rage	£19.49
Chuck Rock 2	£36.49	John Madden93	£19.99	Super Fantasy Zone	£19.99
Corporation	£19.49	Jungle Strike	£34.99	Super Hang On	£17.99
Crack Down	£17.99	Kid Chameleon	£21.99	Super Kick Off	£21.99
D. Robinson	£21.99	Klax	£19.49	Techno Clash	£26.49
Decap Attack	£19.49	Krustys Super Funhouse	£21.99	Terminator	£19.49
Desert Strike	£33.49	Legend of Calahad	£21.99	Thunder Force 2	£19/49
EA (FIFA) Soccer	£37.99	Marble Madness	£19.49	Thunder Force 4	£21.99
F1	£41.49	Predator 2	£19.99	Virtual Pinball	£38.99
F15 Strike Eagle II	£38.99	Ranger 'X'	£36.99	Xenon 2	£19.99

NEW RELEASES - MEGADRIVE

Art of Fighting	£43.49	NBA Jam	£42.99
Barkley Shut up'n'Jam	£34.99	Normy	£42.49
Bubba'n'Stix	£43.49	Pete Smapras Tennis	£Call
Castlvania	£37.99	PGA European Tour	£35.99
Dino Rider	£34.99	Prince of Persia	£42.49
Dr Robotnik Mach'	£36.49	Ren and Stimpy	£39.99
Dragons Revenge	£38.99	Skitchin	£38.99
Dune 2	£41.99	Speed Racer	£34.49
Eternal Champions	£47.99	Spiderman:Arcade Rev'	£35.99
F117 Night Storm	£36.49	Star Trek Next Len	£42.49
Greatest Heavyw'ts	£47.99	Streets of Rage 3	£43.49
Hulk	£42.99	Subteranla	£43.99
Hyper Punk	£Call	Toe Jam & Earl 2	£36.49
Incred Crash Dummy	£36.99	Unnecessary Roughness	£33.99
Joe & Mac Caveman Ninja	£42.99	Virtua Racing	£57.99
Lethal Enforcers	£54.99	Visionary	£38.99
Lost Viking	£43.99	Young Indy	£38.99
Marco's Magic Football	£37.99	World Cup Soccer	£40.99
Mutant League Hockey	£43.99		

CD GAMES - MEGADRIVE

Another World	£43.49
Batman Returns	£38.99
Bubba'n'Stix	£42.49
Dune	£35.49
Ecco the Dolphin	£35.49
Final Fight	£33.99
Jaguar XJ220	£38.99
Lethal Enforcers	£46.99
Night Trap	£43.99
Road Avenger	£33.99
Silpheed	£38.99
Sonic CD	£35.49
Jurassic Park	£43.49
Ground Zero Texas	£ Call
Chuck Rock 2	£35.49
Sue Muntains NFL Football	£42.99
WWF Rage in the Cage	£43.49
Microcosm	£35.49
Pugsy	£31.99
Thunderhawk	£35.49
Sensible Soccer	£42.99
Sherlock Holmes	£35.49
Terminator	£37.99

WE ALSO STOCK, GAMES, MACHINES AND ACCESSORIES

SPECIALS

Sonic 2 + Bubey	£34.99
EA Sports + Lotus II	£39.99
Zool + James Pond 3	£39.99
Global Gladiators + World of Illusion	£36.99

Amiga CD 32 + Dangerous Streets Pack, Microcosm, Chaos Engine,

Wing Commander, Diggers + Oscars £229.99.

Power Line 486 + 33 MHPC 4mb Ram, 80mb IDE Hardrive, IBM Video Rom, 8K Cache, Super VDA Monitor, Keyboard plus windows 31.1 £899.99

Send Orders to:- SYSTEM GAME, 11 Kestral Close, Shute Lane, Porthleven, Cornwall TR13 9DU

Please make cheques/postal orders payable to System Game. UK postage please add £1 per game. 2 or more games free P&P. £3.50 to £5.00 per hardware item. All games supplies subject to availability. Prices subject to change without notice. Prices include VAT. State magazine name when ordering. Calls cost 39p per min Cheap, 49p per min all other times. If you are under 18 you must ask permission of the person who pays the phone bill.

TGC LTD, P.O Box 545, Luton, LU1 1LS.

THE GAMES PALACE

MEGADRIVE

Virtua Racing	£58.99
Art of Fighting	£44.99
Greatest Heavyweights	£48.99
Streets of Rage II	£42.99
Dragons Revenge	£38.99
Bubba and Stix	£38.99
Sonic 3	£48.99
Super Kick Off 3	£39.99
General Chaos	£38.99
Hardball 94	£39.99
Young Indy	£38.99
Eternal Champions	£41.99
Pebble Beach Golf	£42.99

SUPER NINTENDO

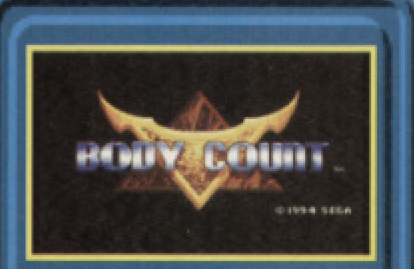
Lethal Enforcers	£65.99
The Legend of Mystical Ninja	£38.99
Pop and Twinbee	£39.99
Major Title Golf	£43.99
NHL Hockey 94	£39.99
Dr Frankenstein	£38.99

TELEPHONE:

031 443 1892

Competition phone line 0336 424137
All costs 39p per min cheap rate
49p per min all other times
TGC PO Box 545, Luton, LU1 1L5
1st prize = 2 games of your choice
Runner up = 1 game

BODY





1-2 PLAYERS

GAME TYPE
SHOOT 'EM UP

PRICE	TBA
BY	SEGA
RELEASE	TBA

OPTIONS
CONTROL: JOY PAD/ MOUSE
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
1,800,000

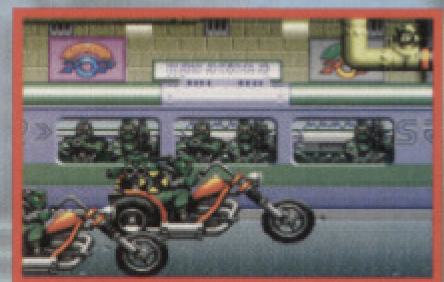
ORIGIN
Bodycount plays very much like Acclaim's Terminator II, which was also written by Probe.

GAME BREAKDOWN



GAME AIM
Blast your way through each level taking out as many aliens as possible and collecting the power-ups.

Earth has been invaded by power-crazed aliens, hell bent on stripping our beautiful planet of her precious resources. What's needed is a small, but efficient fighting force of crack shots to take out the dreaded alien threat. But fear not, as the team are armed with the mighty power of the Menacer. Just watch those heavily armed and armoured aliens frazzle under the power of that Infrared technology. If that wasn't enough, the team can also opt to unleash a previously unseen alien butt-kicker: the dreaded, the invincible, the unforgiving Sega Mouse. Nowhere on the planet is safe as the marauding alien forces stalk in search of essential materials. Even the lowly commuter has his routine interrupted as merciless invaders overrun Liverpool Street railway station. Have they no shame? So lock and load as open season is declared on the invading.extraterrestrials.





▲ *A typical London tube station. Probably.*

▶ *Shoot the fiends from hell off their jet-skis. Or else.*



COMMENT

PAUL

It's a sad affair really, this 'Menacer' business. Every game is promised to be 'the' one that makes it worth forking out for. Unfortunately, as with Terminator II, Bodycount just doesn't come up with the goods. Ultimately 'point and shoot' games are flawed from the start. Let's face it, how long can the average games player waggle the joypad around while holding just one button and firing off the occasional grenade? This is dull stuff. The control system is really duff. It took me at least two attempts to finally get to grips with it, and it's also far too slow. On the plus side, the graphics aren't too bad. The sprites are nicely drawn, and the colour's pretty good too. If you've got a Menacer lying about the house and you can get this on the cheap, take a look. Otherwise, steer well clear.

On Bully's Prize Board tonight we have a selection of power-ups varied enough to keep any resistance fighter stocked up against the invading forces of evil.





COMMENT

GUS

I suspect the Menacer is one of those embarrassing little lunchtime ideas that Sega would rather forget. However, since some Megadrive owners bought 'Barbie's Bazooka' uninspiring games for it are released at mercifully infrequent intervals. If anything, Bodycount is even less attractive than Probe's Terminator II conversion, principally because it appears so damned unfair. At any given moment there's a dozen aliens on screen merrily blasting away, with your own impotent standard weapon finding great difficulty dispatching even one. The format is much the same as T2: scroll and waste, with little subtlety or surprise. A B-league title with a B-movie plot.

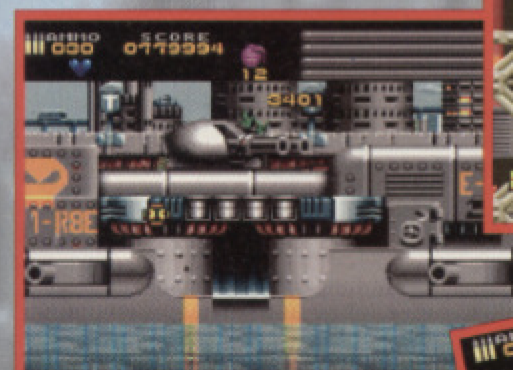
THE BOSS FELLAS

The big boys, les grand fromages, those creatures that haunt the end of levels. They are the biggest, and toughest targets in the game. Work out their weak spots and keep on blasting until either your fingers drop off, or they end up another lump of alien wreckage.

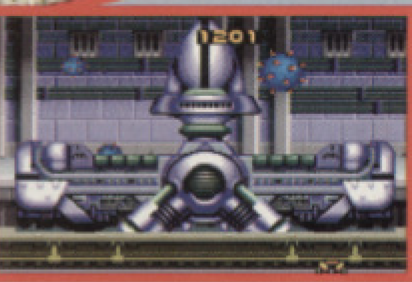












Mummy, mummy a nasty robot man keeps throwing spiky balls at me.

CHOOSE YOUR WEAPON

Bodycount supports both the 'Menacer' and the Sega 'Mouse'. Launched way back for the Christmas of 1992, the Menacer pack included the statutory six game pack. It also died a bit of a death. As for the Mouse, it's now on the market at around the £30 mark.

BULLY'S PRIZE BOARD

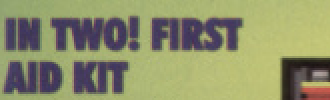
IN ONE! AMMO



The quicker it falls, the more it adds to your bullet belt.

IN TWO! FIRST AID KIT





Restore your glowing life energy in colour-coded degrees.

IN THREE! GRENADES

Same situation as with the Ammo, the quicker they fall... yes, that's right.

IN FOUR! POWER-UPS

Grab these and put some more oomph into your spray of shells.

IN FIVE! SHIELDS

Armoured-plated hearts are the order of the day with this recipe.

AND BULLY'S SPECIAL PRIZE! NUKE 'EM

Snatch this and you can vaporise the entire screen.

GRAPHICS — 77

▲ Nicely drawn sprites that are chocful of colour.
▼ Across all the stages it's far too repetitive.

SOUND — 70

▲ Semi-techno tracks that perform adequately.
▼ Endless gun fire drones on.

PLAYABILITY — 63

▲ Starts off fun and furious, for itchy trigger fingers.
▼ But then you realise that it's all the same thing.

LASTABILITY — 50

▼ Even the most patient of players will tire extremely quickly of this dull game.

VFM — 65

▼ Even if it was twenty quid, this still wouldn't be worth a look.

OVERALL — 62

Initially plenty of challenge, but lets itself down in the repetition stakes.

COMBAT CARS



1-2 PLAYERS | **8 MEG**

GAME TYPE
ADVENTURE

PRICE	29.99
BY	ACCOLADE
RELEASE	JUNE

OPTIONS
CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
$67,000

ORIGIN
In the same genre as Micro Machines, Rock 'n' Roll Racing, and Road Rash 2.

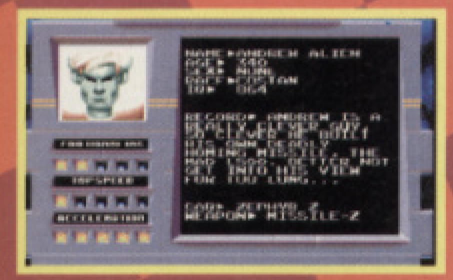
GAME BREAKDOWN



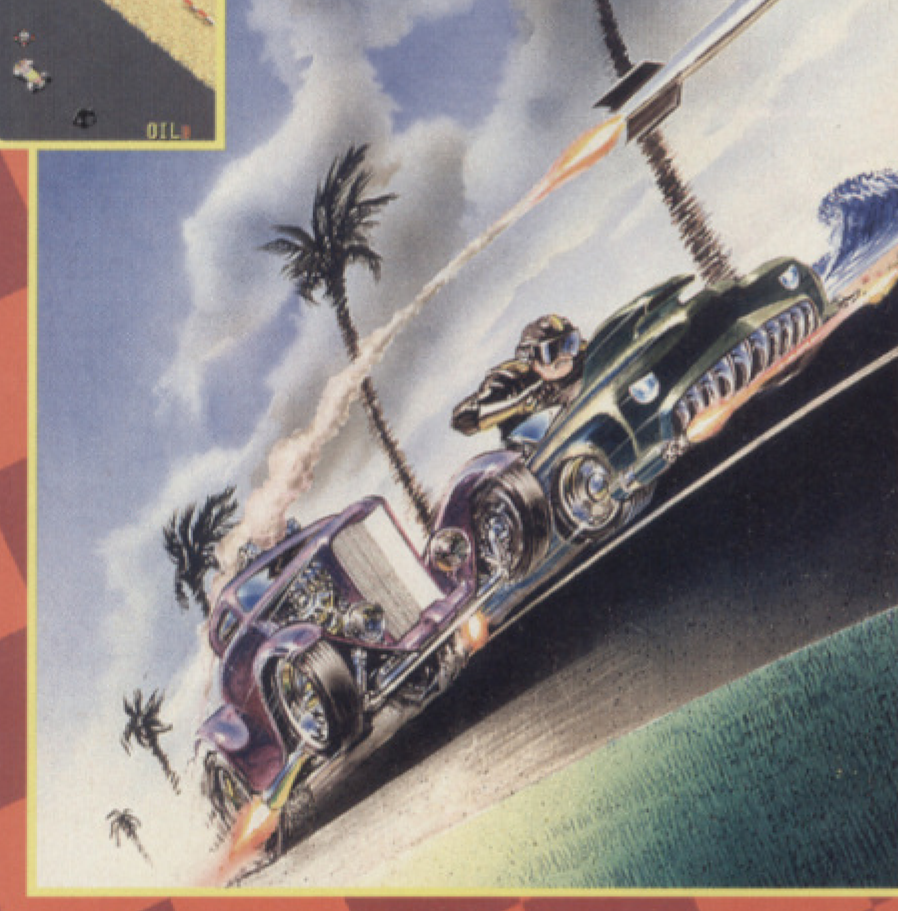
GAME AIM
To come in the top three and qualify in one player mode. Beat your opponent with all manner of devious tricks in two player.

They're under starter's orders. The engines scream in anticipation of the off. With a blink of the green light, they're off! Hurtling down the track they take one bend, then another. Careering through the chicane the tension builds. It's going to be a close finish. Then Mum comes in and tells me not to crash my Scalextric cars. Bah!

There's nothing more fun than crashing toy cars and Combat Cars works on this twisted concept. Except the difference here is that you don't have to scratch your fave Porsche Dinky Toy. Choose your driver from eight diverse personalities, line up on the track, and put the pedal to the metal. There's a whacking 24 tracks to complete, made up of six different locations with four variations of each course. All manner of special weapons are at your fingertips.to slow down the other competitors and guarantee victory. So if you fancy yourself as Marc Bolan or Leslie Crowther, come on down and take the wheel..



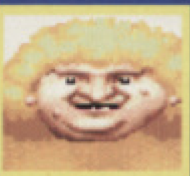




TRACKY RACERS

No they're not all dolled up in shell suits and XR3is, these characters mean business. Each has an individual weapon to send the competition off in a spin.

MAMA
A good looker and all-rounder. Not much of a special feature.



SADIE
Sexy Sadie is stuck on you with her glue weapon. Tacky or what!



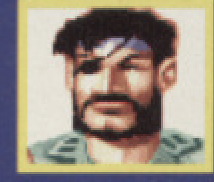
RAY
Bit of a dull boy who relies on his speed and booster.



MEKMAC
If there ever was a boss boy Mekmac's the business. Tough to control, but lays mines on the track.

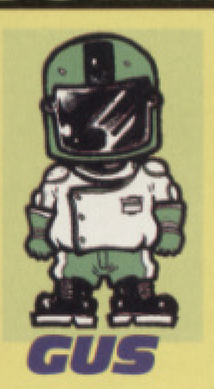


JACKYL
Tricky character for the novice to handle. Releases an oil slick to slip up tailgaters.





COMMENT

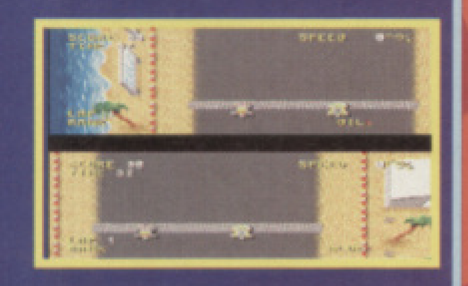


GUS

This jolly little number immediately brings Micro Machines to mind as it portrays a similar concept. That is actually its main weakness, as it fails to match it for quality. The basis of the game is fairly playable, especially in one-player, but Combat Cars misses the opportunities to build on this to make something really special: graphics are competent but unsurprising; the cars themselves have lacklustre special powers. The two-player option is another good idea, but you are forced to play it out over a 24 race marathon. Surely varying the size of this option wouldn't have taken that much thought? Combat Cars is under-developed, and Micro Machines 2 is already on the horizon...

NOW AVAILABLE IN SPLIT SCREEN VERSION

Tired of playing with yourself? Get a mate and away you go with two player fun. The tried and tested split screen two player mode is back with a vengeance. The format is either 'mano y mano' thrashing the living daylights out of each other, or working as a team against the remaining drivers.



SOMETHING FOR THE RACE-TRACK, SIR?

This is the place where you blow all those hard earned winnings. The selection covers the essential elements of the game, new tyres for better handling, new engines for improved top speed, and turbos to add oomph to acceleration.

COMMENT



PAUL

It's the same old story. Micro Machines meets Road Rash 2, meets Rock 'n' Roll Racing. Combat Cars has lifted all the essential elements of these classic games, and rather than pay homage, has committed an injustice. Graphically it's nothing special. For a start, the 3-D perspective is all disproportionate. The sprites have no real depth, let alone logical collision detection. In two-player mode, the slow down is significant. Pass the aspirin. But after all that I inexplicably found myself enjoying the game and wanting to give it 'just one more go'. Its simplicity is, I suppose, its charm.

▼ Get ready for my love missile!



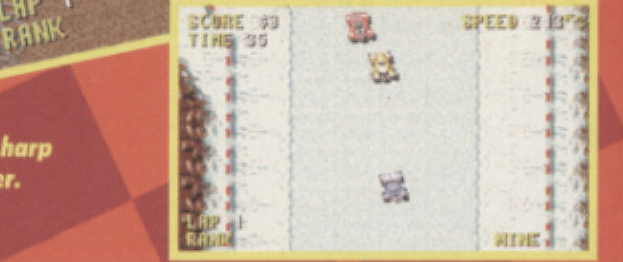
GROWL
The best bet for the novice player. Good road handling, the smoke doesn't do anything though.

ANDREW
He's a crafty devil. Superb acceleration and guided missiles. Watch him and weep fat boys.

METRO
Shame they didn't call him Skoda. Fast, but crap with a tiny shotgun.







▲ A sharp bender.

GRAPHICS 70
▲The colour and the background detail really stand out.
▼The car sprites are too small and there's not enough background variation.

SOUND 72
▲Some really nice dancey boppy catchy tunes.
▼There's something wrong when you can't hear an engine in a racing game.

PLAYABILITY 68
▲Despite the game's limitations, the gameplay is unexpectedly addictive.
▼The slowdown and the flicker serious threaten concentration.

LASTABILITY 68
▲There are loads of tracks to master, and then of course there's the two-player mode.
▼A track editor would have lengthened the appeal of the game.

VFM 76
▲£30 is a reasonable price for a game of this calibre.
▼It wont be at the top of anyone's shopping list.

OVERALL 71
It's the kind of cart that's nice to rediscover a couple of years after first playing to death. But it desperately needs a track editor.



1-2 PLAYERS

4 MEG

GAME TYPE
SPORT

PRICE £24.99

BY SEGA

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:N/A
SKILL LEVELS: 1
RESPONSIVENESS:POOR
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
N/A

ORIGIN

The 8bit offspring of the Megadrive title that started life as SNES Striker from Rage Software.

GAME BREAKDOWN



GAME AIM

Stick a leather ball into the back of a giant onion sack. The long and short of it.

ULTIMATE SOCCER

"On the ball City, never mind the danger. Steady on, now's your chance. Oh, you've scored a goal. City, City, City." The hallowed cries of dedicated footie fans. The pride of a city rests in the hands of eleven blokes with extremely dodgy haircuts. The next ninety minutes could be the most exciting event of your life, but then again it could be just another cold, wet, and boring Saturday afternoon.

It's a funny old game. Especially with this frenzy of software being released to mark the 1994 World Cup in the good ol' U.S.of A. What started off as a kickabout in the park caught the attention of the Yanks and has become mega bucks. Let's face it, it's not been so fashionable to be a footballer since Georgie Best, superstar, was wearing women's underwear. Ultimate Soccer has every intention of cashing in on the seasonal popularity surrounding the big event. With numerous options and even the inclusion of a league system, it certainly wants to play with the big boys.



GET STUCK IN MY SON

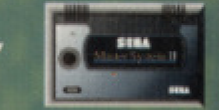
The player sprites are in the usual business of ducking and a'diving, dodging and a'weaving, limited to the two function buttons. The gameplay consists of dribbling the ball up the field, tactically passing it about and going for goal. For set-pieces like free kicks and throw ins, a handy dotted line guides the strength and direction.







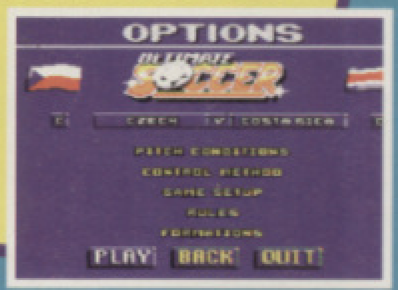
▲ Just as the striker was about to score, a sea gull intercepted the ball.





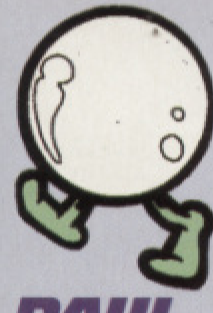
ABSO' LEAGUE'LY FABULOUS

In addition to the exhibition matches, there's the Ultimate League and Cup options. Here the more strategic theme lets you choose teams to play off against each other. The computer plays the non-player matches and dishes out the results á la classified results on Saturday Grandstand.



You can almost taste the tension in the build up to the crunch Czech v. Costa Rica match.

COMMENT



PAUL

This game is so sub-standard that it's not even funny. It's bad enough that it has to be yet another football game, and one that is a half-hearted attempt to cash in on the World Cup craze. The actual game action is dreadful. The one thing you'd expect from a footie game is to able to follow the ball. This is not the case in Ultimate. Frequently, the ball goes completely out of view as the scrolling isn't fast enough to keep up. The screen jerks around so erratically, that the player is left completely clueless as to the position of the ball. As for the league element, there's not a great deal of point to it all. In play, there's no difference in content. I could find only one item of merit: the penalty shootout. Nice idea, shame the control system is too basic. I would strongly advise Master System owners to take a wide berth of this one.

COMMENT



GUS

Paul's adequately spelled out all the grotty bits of the game. Shame really, as the great Striker — from whence this ultimately came — is a classic. However, the Master System struggles to put on the same show, showing its inadequacies in a way that Sensible Soccer on the same format does not. Sensible really is a benchmark for all future Master System sports games, demonstrating that they can equal their 16-bit counterparts in terms of playability. Ultimate, meanwhile struggles with scrolling and an unwieldy strategy system. An early bath for this one.





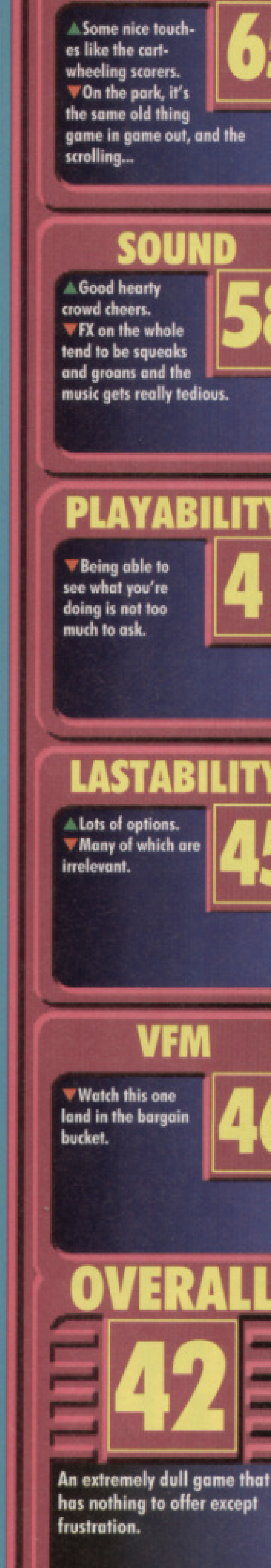
Oh no. It's that damn sea gull again.

REFEREE, PENALTY!

The game takes a whole new perspective with the penalty shootout, viewed from behind the prospective scorer. With a swift boot of the ball, you guide the direction to slip it past the keeper. In a similar fashion, when your 'keeper faces the opposition, you control the direction in which he dives.



See if you can catch this one then.





GAME TYPE
SPORT

PRICE £44.99

BY ACCOLADE

RELEASE JULY

OPTIONS
CONTROL: JOY PAD
CONTINUES:BATTERY SAVE
SKILL LEVELS: N/A
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
WIN 5 GAMES IN LEAGUE

ORIGIN
Hardball '94 is the next instalment in the line of baseball games bearing the same title

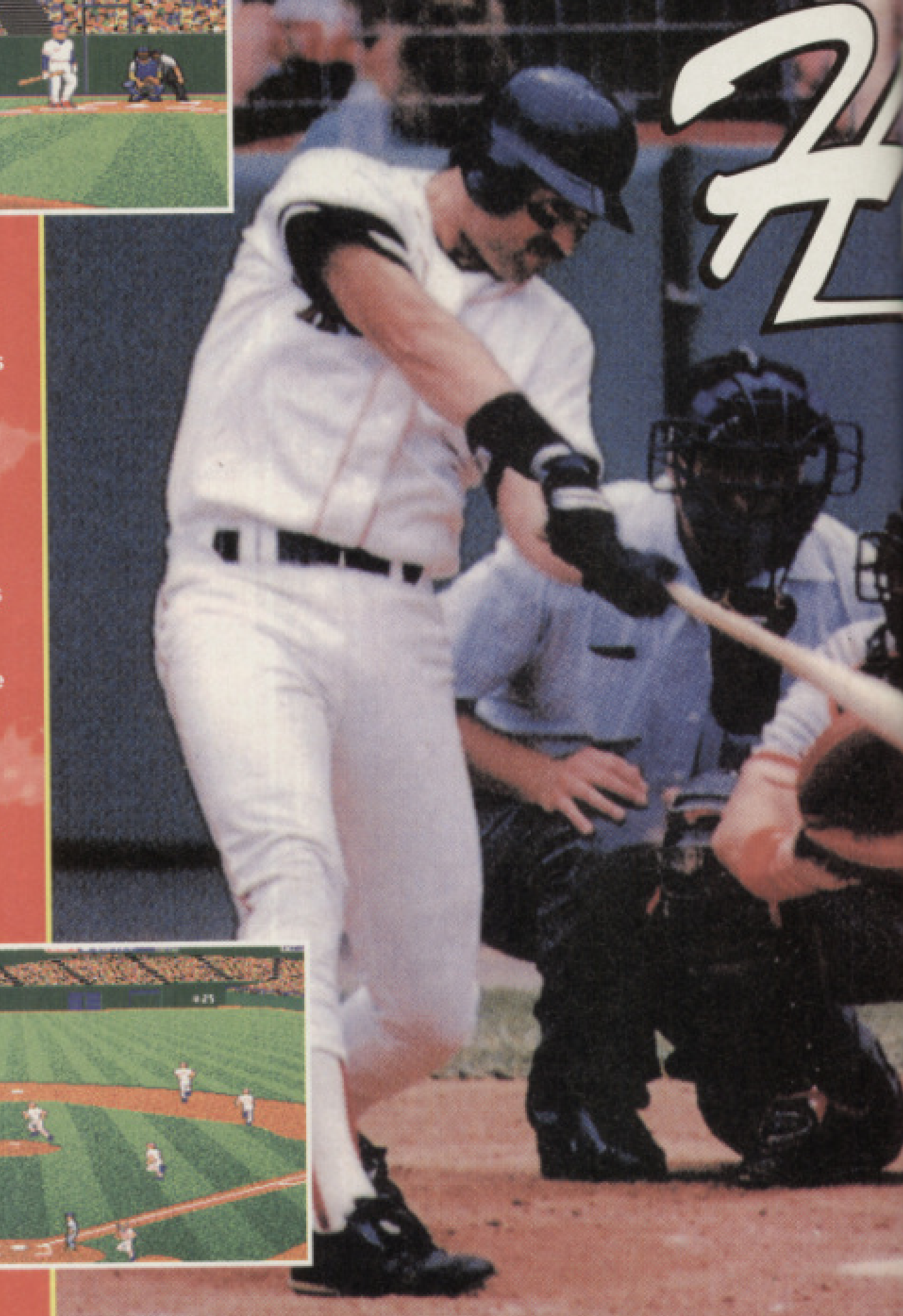
GAME BREAKDOWN



GAME AIM
Take your pick from 28 teams and opt for an exhibition match or to join the league and play as much as a whole 162 game season.

Baseball. It's just not cricket, is it really? For a start, there's all that music and shouting. But what really gets me, is how soft it all is. The back stop is padded up like the Michelin Man and the rest of the fielders all have girlie gloves to help them catch the ball. You never used to get all this in a friendly game of Rounders. What's wrong with them all? Having to catch a leather ball travelling at speeds in excess of 70mph and feeling the sting of the encounter for the next two weeks is all part of growing up.

By signing up the players from the Major League Baseball Players Association, Hardball '94 promises to bring even more realism to the game. As with most sports, the essential feeling of the up-to-date players and teams has to be considered and this is featured with the all new 1994 League/Division/Playoff structure. What's more, the main pitcher and batsman sprites have been digitised from actual players.



Crank up the organ and cue the ballpark music.

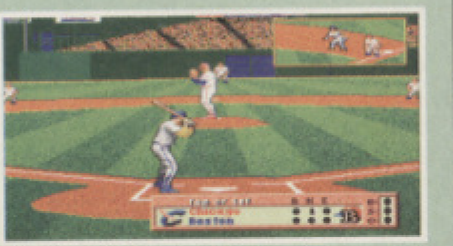
COMMENT

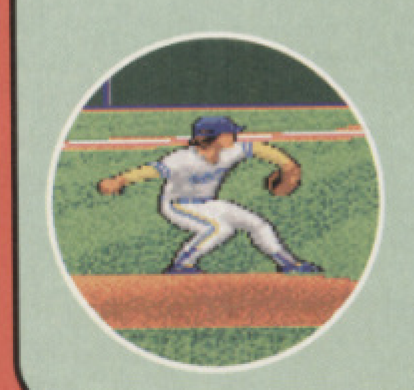


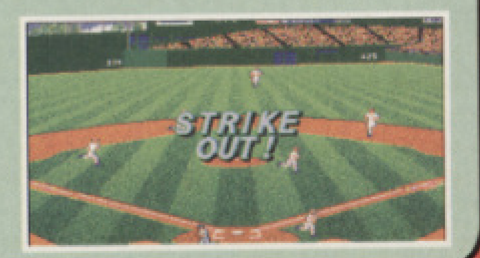
Am I mistaken, or is this a step back from Hardball III? Baseball games are a specialist pursuit, which always makes them difficult to rate. However, compared to Accolade's previous acceptable efforts, and Tengen's fine RBI '94, Hardball '94 comes across as a bit irrelevent. The new angle that has been taken is one which thrills baseball statistics fans, though there's not many of them in Britain. Othewise the clever rendered batting animation is spoiled by the poor outfield graphics. Hardball '94 is good enough to satisfy its target market, which is, fortunately, 3000 miles across the Atlantic

NO BALLS

You can never get enough practice to prepare you for the onslaught of the pitchers. Try out as many pitchers from as many teams as you wish. All of this in the safety of knowing that you will never be struck out.

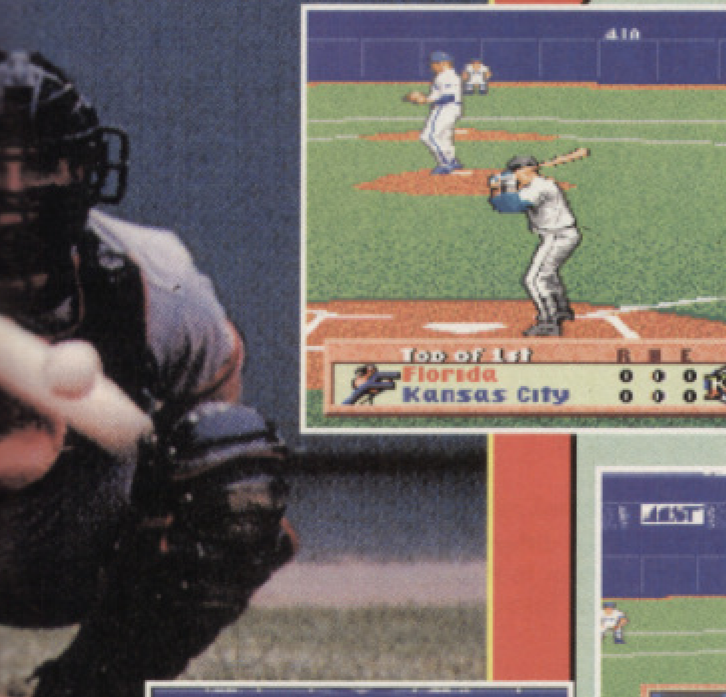












SOFTBALLS

There's no need to fork out for those collectable baseball card any longer. Hardball '94 has all 700 players from the American leagues digitised with their vital and professional statistics available at the press of a button. Every time a change is made in either batting or pitching, these stats pop up to let you know who you're dealing with. Even during play, you can pause the game to take a longing look at the pictures of the pitcher and batsman.





GOOF BALLS

It is now possible to play all the 162 games of a real season. You might think that would take a hell of a long time. With that in mind, the development lads at Accolade have devised a battery back-up to save all the necessary data to maintain the league. The Player Editor allows the customising of teams and their attributes, and also makes use of the battery so you can build up a dream team.

COMMENT

PAUL

By improving on the sense of realism, Hardball '94 tries desperately to fill the shoes of its predecessors. Unfortunately, the addition of digitised player sprites and all the baseball cards has significantly downgraded the importance of the gameplay. For true fanatics of the sport, the statistics may be seen as a bonus. But for the average gamer, playability must always come first. Even during the batting, the digitised characters appear lifeless, and there is no guide to the distance and speed of the approaching ball. When it comes to the overhead view of the playing field — well what can I say? There is absolutely no need for such poor sprite animation. To top it off the control of the fielders is just abysmal. Hardball '94 has some nice ideas to improve the gamers lot, but is caught out even before it passes the first options base.

GRAPHICS — 56

▲The digitised players look pretty nifty.
▼The player sprites when viewed overhead are pretty awful.

SOUND — 57

▼Traditional baseball tunes that jump up from nowhere and for no apparent reason. The speech element of '93 is missing.

PLAYABILITY — 67

▲Relatively simple pitching and batting.
▼Another victim of more statistics and less gameplay. Fielding oftens becomes a muddle.

LASTABILITY — 65

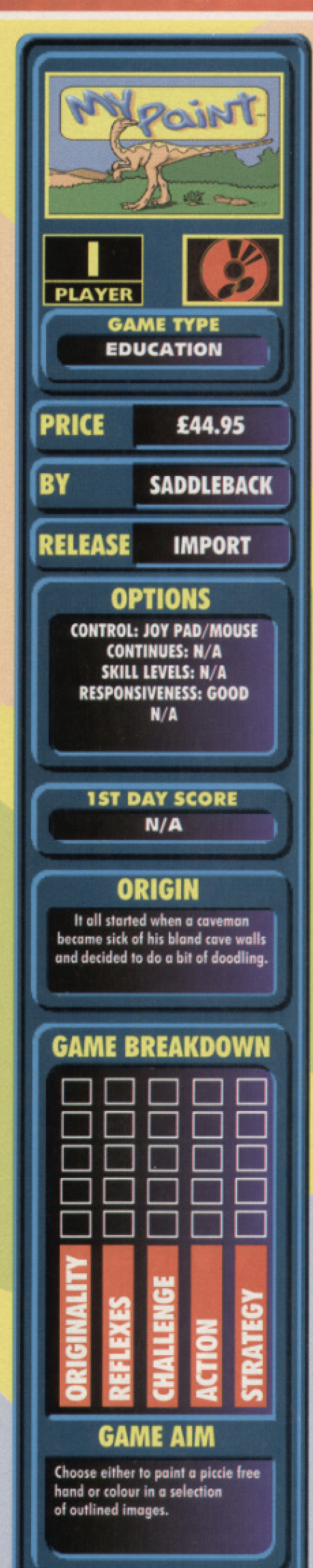
▲If you're a baseball fanatic, then the 162 game season for you.
▼The game offers no significant hook factor.

VFM — 60

▼Quite honestly you'd be better off buying a bat, a ball, and some gloves to take down the park with your mates.

OVERALL — 64

It's got some good new features, but, unless you're a statistics nut, a wiser investment would be RBI Baseball '94.



My Paint

The Animated Paint Program

They say that school days were the best days of your life. Hmm, not so sure about that one. But certainly the days at nursery school were 'triffic. All you used to do was play in the sand pit, jump up and down in the paddling pool, and cover your hands in poster paint to make ace hand prints and finger paintings.

Those carefree days. Lolling about making a huge mess. But it no longer has to be a carpet staining (?) occupation with the advent of My Paint. This package has the potential to keep any child, be they young or old, happy for many an hour on end, dabbling with paints to their heart's content. The possibilities are literally endless. By using the Mega-CD's increased storage capacity, My Paint can bring your pictures to life with sounds and speech relating to the content of the built-in drawings. Better than a thump in the face with a rusty can of Dulux.

▲ *Wait a minute. A cat, wearing boots, laughing. I think that I need to lie down.*

RECORD THE STUFF

The problem with console art is that you can't keep a physical copy of all the hard work that you've put in. Or so you might think. My Paint allows the user to hook up the console to a video so you can store your masterpieces on cassette.

COMMENT

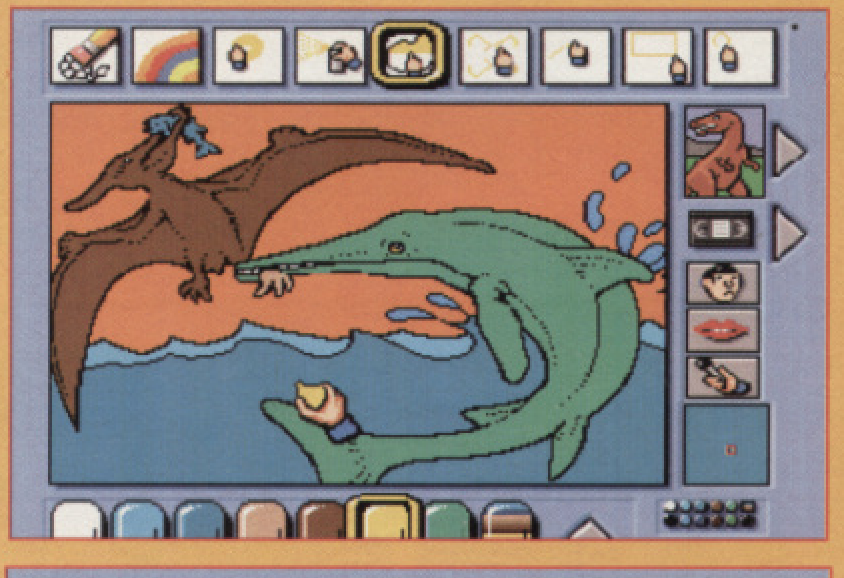


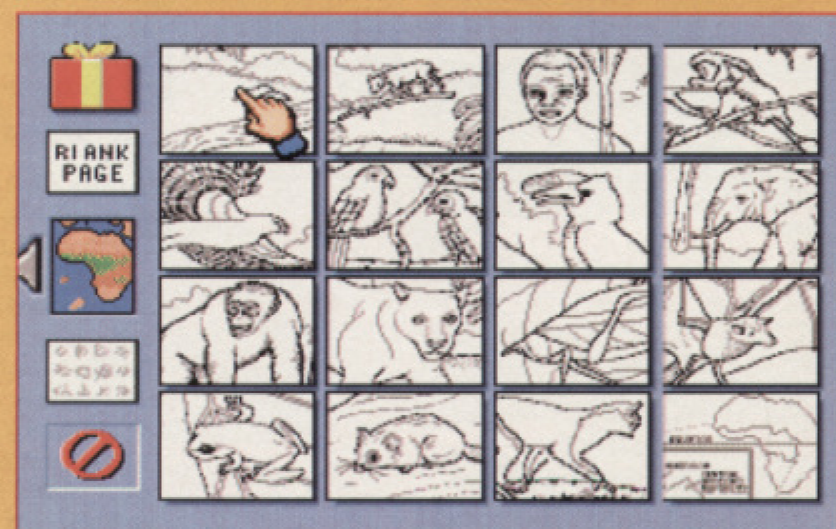
PAUL

This hardly qualifies as a game review in the loosest terms, because it is a practical application for the Mega-CD. The prospect of a drawing and colouring package is not why most gamers buy a Mega-CD. But I found myself being slowly but surely regressing back to my childhood days of just messing around with colours and pictures, and it was fun. I especially loved the speech and the sound effects included in the set pictures. But the art package is severly limited by a pallette of sixteen colours. I found it frustrating re-using colours when filling in the set pictures. Ultimately this is for smaller children, and it is the kind of thing that they would enjoy, but I can't help but wonder what is wrong with a nice box of paints and Dad's shirt on back to front.

COLOURING BOOKS

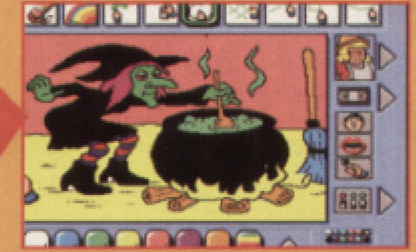
Included on the CD are ten different colouring books of various subjects. From transportation to the African rainforest, from dinosaurs to Mother Goose favourites.











▲ *Here's one that I prepared earlier. Something to amaze your friends and family.*

COMMENT

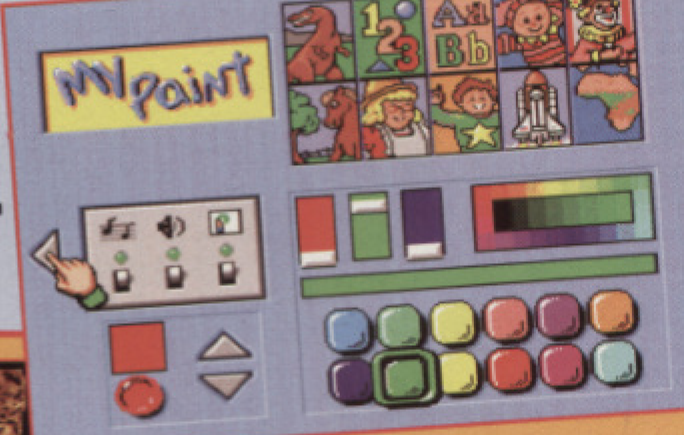


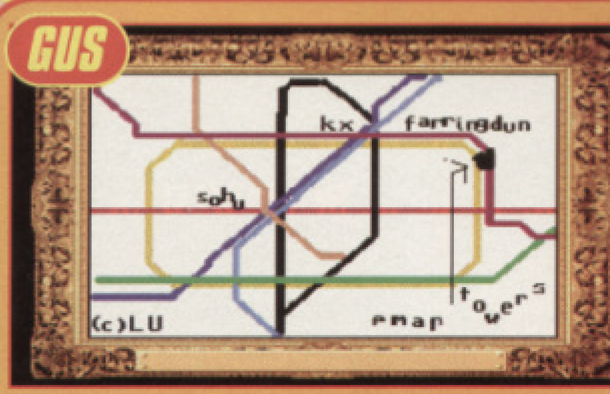
GUS

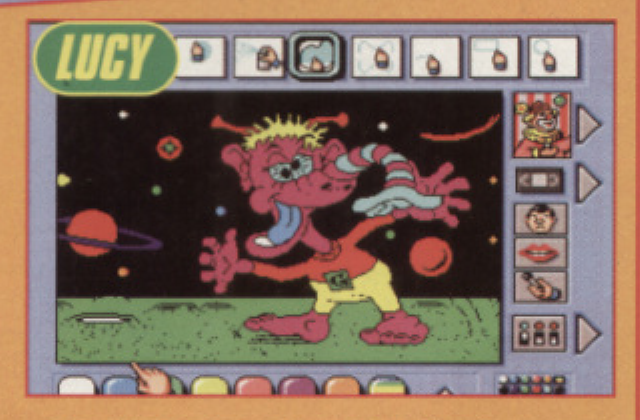
Paul's last comment is pretty succinct. Some colouring books and a wallet of felt tips is infinitely more practical (and permanent) than lugging My Paint around. You, reader, are unlikely to have ankle-biters of your own to think about, and have left this kind of pre-school pastime behind. So I don't think you need consider My Paint any longer — toddle off and read the Battlecorps review. That's not to say this is badly produced software. It's rather smart, apart from the pathetic palette. But who is it for? Middle-class technophile parents and propeller heads

SOUNDS GOOD TO ME

The Dialogue option adds an edutainment element to the package. This means, for example, that if you click on a dinosaur, the user is given a short history about the creature and the origin of it's name. There is also a noise icon so you can make your dinosaur roar and your train choo-choo.









CRITICS CORNER

Let's take an in depth artistic appreciation.
Gus: It's simplicity is an earth shattering puissance highlighting the road to eternity.
Steve: From the Pop Art/Warhol school, the message promotes art's rebellion in society.
Lucy: Fantasy confronts traditional Romanticism in a off-world exploration.

GRAPHICS 58

▲ Lovely, colourful, and cute for the kiddies to colour in to their heart's content.
▼ Only sixteen colours. Please, this is meant to be an art package.

SOUND 83

▲ Ambient music to accompany the artist at work. The sound effects will make even the glummest character chuckle.

PLAYABILITY 60

▲ It grows on you very quickly and is a lot of fun to mess around with.
▼ There is no gameplay.

LASTABILITY 54

▲ With 200 set pictures, it's a mammoth task for any budding artist to complete.
▼ I can't really see that much point to it.

VFM 41

▼ Just think about how much paint and paper you could buy for the price of this one CD. It may be fun, but it's not that fun.

OVERALL 53

Evidently aimed at younger children. An art package where the actual drawing is a low priority, making it rather a luxury to have.



▶ *Grab your hat and cane — it's Magic Bubble time again!*

"I'm forever blowing bubbles..." But enough about Michael Jackson, let's talk about Columns. Whoops, sorry, we mean Magic Bubble. Easy mistake to make, though, for verily this is a Columns clone — albeit one that's played upside down and has cute little bubbles with cute little arms and legs instead of jewels.

The rather tenuous storyline involves you as the master of the deep trying to save all the underwater sea life from death by suffocation by persuading the bubbles to yield forth their precious bodily oxygen. The cantankerous little sods will only do this though if they're linked up in lines of four which produces a huge four-fold fart, releasing the oxygen.

COMMENT



STEVE

Ho-hum. Yep, this may indeed be a novel slant on the Columns / Tetris / Hatris / Whatevertris theme, but its action hardly gets the pulse racing. Positioning the fishes neatly and accurately requires more skill than Columns, but the assorted guppies move down so slowly there's never any danger of things mounting up out of all control. As puzzles games go, this is okay. But that's as far as it goes.

MAGIC BUBBLES

COMMENT

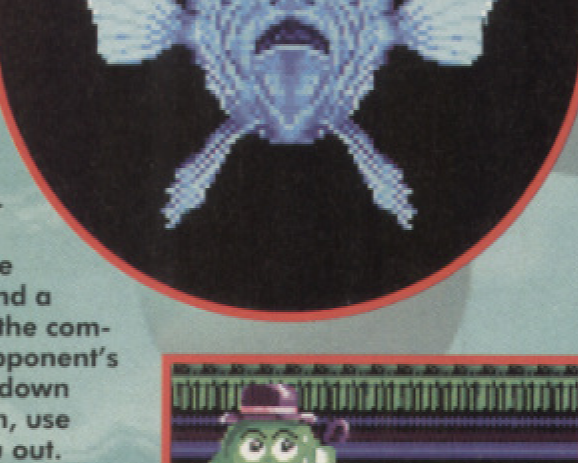


LUCY

Being a massive Columns fan I thoroughly enjoyed this game. There's no doubting that it's unashamedly a rip off but since it's played from a different perspective, is actually much harder in head-to-head and is a hell of a lot cheaper than most of its type, I have no qualms in recommending that fans of this genre should give it a go.

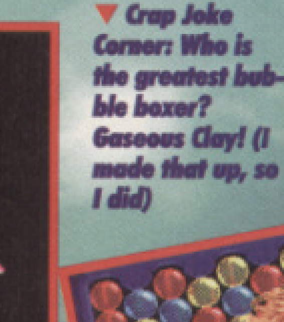
BLOW BY BLOW

Alone or with a mate, there are three playing options to Magic Bubble — in normal accrue as many points as possible by keeping your bubbles down; something similar to Flash Columns where a specific bubble needs knocking out; and a head-to-head against the computer. Build up your opponent's side by keeping yours down and, if things get tough, use your Magic to help you out.

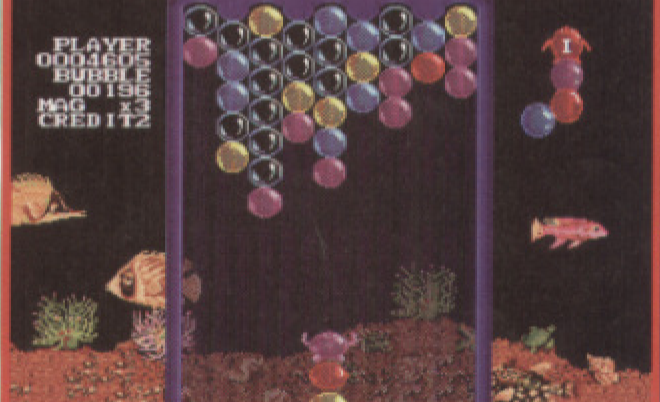


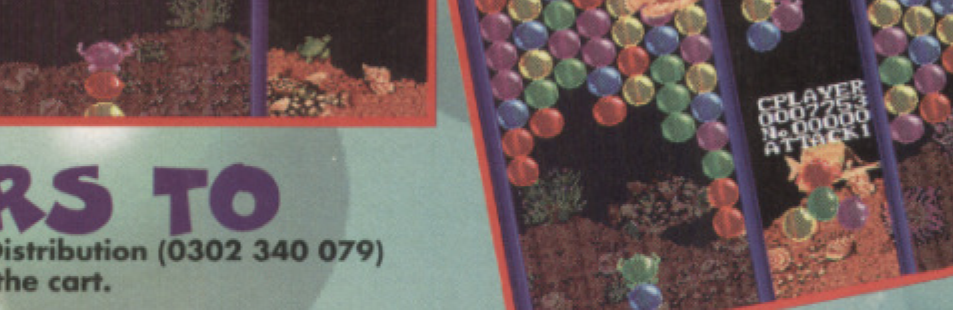


▲ *More bubbles than three baked bean eaters in a Jacuzzi.*



▼ *Crap Joke Corner: Who is the greatest bubble boxer? Gaseous Clay! (I made that up, so I did)*





GRAPHICS	70	Brightly coloured with cute bubble animations.
SOUND	74	A variety of tunes which add to the atmosphere.
PLAYABILITY	76	Easy to get into and control.
LASTABILITY	77	A good range of playing options and a heap of tough levels.
VFM	83	A nice change from Columns at a greatly reduced price.
OVERALL	76	An unashamed Columns clone but fun and cheap nonetheless.

CHEERS TO

George at ICE Distribution (0302 340 079) for the loan of the cart.





CEASARS PALACE

Gambling is a mug's game. Everyone thinks there's a fortune to be made, but why do the casinos have crystal chandeliers and marble floors? Gambling isn't 'luck', it's an almost exact science. In the scheme of things, casinos take more of your money. With Ceasar's Palace these problems are eliminated. After a £50 outlay, no one will tap you for a single penny. The trouble is, its just a pretend video game casino. Remember, don't win — it's just for fun.



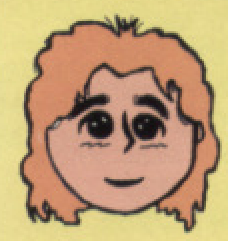
COMMENT



GUS

They say gambling games can never work on computer — no real money to lose; no real tension. But Ceasar's Palace could have been ten times better if it allowed the game to be a social experience. As a one-player game it's pretty lonely. The range of games is commendable, and the implementation is Ok, if a little scruffy on the visual side. If you really have a gambling problem you may like this, but I'm immune.

COMMENT



LUCY

I'm a bit of a gambling freak — fruit machines, cards... you can't beat the thrill of the win. The first problem with this is there's no money to be won — there's nothing Virgin can do about that, but they could have added a two-player game and a more user-friendly access system. As it stands, I wouldn't touch this with a barge-pole.

GRAPHICS	48	Functional but pretty horrible in places.
SOUND	51	One of the game's least important aspects.
PLAYABILITY	46	As unpredictable, annoying and utterly fruitless as real gambling is.
LASTABILITY	40	The password allows you to play an ongoing game of self-ruin.
VFM	39	You're spending £50 you can never recoup in winnings.
OVERALL	42	Not an indecent proposal for a game — just not a very clever one.

CARDS ON THE TABLE

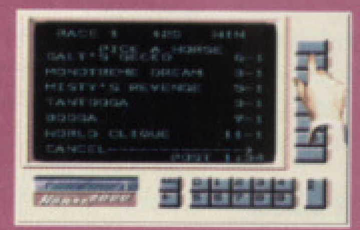
There are eleven different games to choose from, accessed by walking around the casino and approaching a likely looking area. They are as follows...

KENO



A simple bingo variant. Pick a number and wait for the card to be called.

HORSE RACING



Quirky. Bet by computer on various race meets. The results are paged to you

BLACK JACK



What we call Pontoon. Play with the dealer to get closest to 21.

SLOT MACHINES



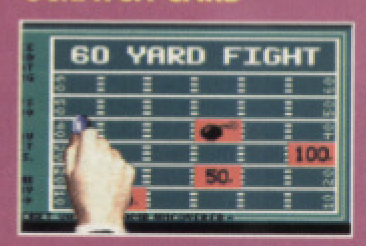
Various banks of bandits, each taking different stakes between $1 and $100.

VIDEO POKER



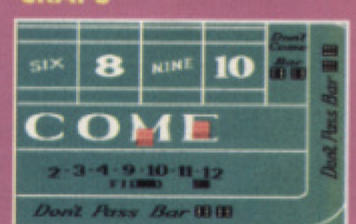
An electronic poker player, where the aim is to deal hands like 'flushes', '3 of a kind' and 'full houses'.

SCRATCH CARD



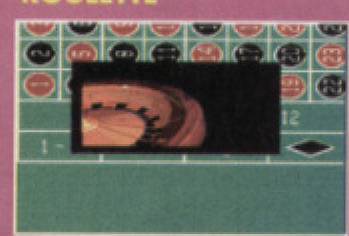
Three different varieties of 'instant win' cards, based around sudden death scenarios. Every card a potential winner

CRAPS



A complex betting game based on the combination of dice. As featured in Indecent Proposal.

ROULETTE



Bet on where the ball lands on the wheel. There are loads of potential win combinations.

WHAT A BANKER

You can 'bank' chips by getting a password from the ATMs every so often. Lose all your money and you may as well leave. Coo, it's just like the real thing in that respect.

THANKS

Mucho thanks to Martin at The Video Games Centre for the loan of the review cart. Call him on 0302 527314.

MEGAMART

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be carried into! due to deadlines, allow six weeks for your advert to appear in the magazine.

FOR SALE

BOXED MEGADRIVE 28 GAMES and Mega CD 9 Games including all Sonic titles, Flashback, Fifa Soccer, Lemmings & Movie games Nightrap, Ground Zero Texas also platform games and computer literature, everything worth over £2000 bargain at £725 Tel. (0494) 439523.

FOR SALE FIFA SOCCER, Mint condition complete £30. Phone after 6pm. Tel: 0287 660183.

MASTER SYSTEM FOR SALE with 5 games separate and 2 games built in. Games include Sonic and Operation Wolf. Operation Wolf can be used with Joypad or Light Gun, Both included. £60 ono or swap for TV Tuner. Ring 021 6247906 (Birmingham)

BARGAINS! I'VE MANY SEGA Megadrive and Master System games for sale from £3 - Too many to list. Please send for a free list to: Chris, 8 Chesterton Place, New Quay, Cornwall, TR7 2RY or ring (0673) 876764 after 6pm on Mondays.

SEGA MEGADRIVE THREE Pads and 28 games include Sonic 1-2-3, Sonic Spinball, F1, Eternal Champions, Fifa Soccer, Jungle Strike, TA2, Flintstones, Speedball, Bubsy Bobcat, Streets of Rage and 15 more top titles may swap or sell separate. Tel (0527) 517826.

MEGADRIVE WITH EA HOCKEY and Jon Madden American Football. Great Condition worth over £100 sell for £65 Phone 081 866 8250.

MEGADRIVE WITH 6 Excellent Games including Fifa Soccer and Street Fighter II. 3 Joypads, 1-6 Button, 2-3 Button, All boxed, Hardly used. All in mint condition cost £370, sell for £170 ono. Tel Matthew on (0234) 213106 after 4pm for details.

NINTENDO FOR SALE. Excellent Condition with all leads and fully boxed. With it comes two control pads. Zapper Gun and 13 games. Sell for £250 offers accepted. But buyer must pay postal costs of the Nintendo. Phone Matthew on (0436) 672153.

NEO GEO WITH 2 JOYSTICKS Memory card, Fatal Fury and Art of Fighting only £370, Megadrive NBA Showdown £32, Snes Zombies £32 20 other games available. USA PC Engine II games only £140 or swap. Phone James on (0934) 833788.

AMIGA 500 WITH MOUSE, Two joysticks, Disc Box and over 30 games £150 Phone Ben (0367) 242039.

GAME GEAR WITH MAINS Adaptor, Battery pack, Kick Off, Sonic and Donald Duck £90. Phone Ben on (0367) 242039.

YAMAHA P5300 KEYBOARD for sale. Three chord memories. 100 sounds to choose from, sound mixing facility etc. Free commodore 64 with loads of games. If interested phone (021) 705 4520 and ask for Russell. (Preferably after 4pm on School days) Buyer collects.

MEGADRIVE TWO TURBO PADS, Twelve carts, SF2, Flash Back, Jungle Strike, EA Hockey 93. Alien 3, Desert Strike, David Robinsons B.Ball, California Games, Buck Rogers, Maddens Populous, Sonic Good Condition, Buyer collects £300 ovno (0533) 760339 Leicester will not separate pack.

SEGA MEGADRIVE WITH MAJIC Drive plus 70 games one cartridge two joypads or swap for Motorcross Bike £350 ono.

MEGADRIVE WITH NINE GAMES in all, including Fifa, Micro Machines, Flashback, Cool Spot and others cost £180 Tel (0753) 853275.

MEGADRIVE FOR SALE WITH Street Fighter II, Jungle Strike, Cyborg Justice Shinobi Gynoug WWF Super Hang on £199 Tel (021) 440 3640.

THREE MEGADRIVE GAMES for sale, Sonic , Super Hang on and battle sqaudron £18 each, with boxes and instructions! Manga video for sale, Lensman, £9.

Master System 2 for sale, over 6 games, one controller and one joystick. For information call (081) 343 7797.

MEAN MACHINES SEGA Issues 1+3 £5 each. Issues 2+4+10 £4 each. Issues 11-13 £3 each. Issue 14 £2. Call Jamie (081) 449 3012.

MEGA CD AND MEGADRIVE (Both English) 10CD Games including Silpheed, Sonic, Thunderhawk, Sherlock Holmes and More!. 6 MD Games including Sonic 2 and Jungle Strike!! S.G Propad, arcade powerstick. All worth over £800 sell £400 ono. Call 0952 825846 ask for Lizard.

MEGADRIVE (UK) AND MEGA CD with 2 x 6 button pads +2x3 button pads eleven games including Street Fighter II, Sonic CD Thunderhawk, Flashback, Micromachines, Coolspot and Final Fight CD. Excellent condition hardly used sell for £300 contacrt Aaron (081) 689 7531.

GAME GEAR PLUS TV TUNER car adaptor and 11 games. Master System convertor with R-Type Game Get leather case and carrying case worth over £400 as in new condition. Sell for £210 ono. Telephone Ray on (0829) 760361, after 5pm.

MEGADRIVE WITH 11 Excellent Games including SFII plus 3 joypads, one 6 button. All in mint condition. Boxed with instructions and leads £200 ono. (0473) 310482 after 4pm. Weekdays. Ipswich area. Buyer collects.

UK SUPER NINTENDO WITH 10 top rated games including Star Wars, Tiny Toons, Mario Kart Joypad and a USA/JAP convertor. All boxed up in mint condition. Only £360! Tel. (0494) 433716. Ask for Chris.

MEGADRIVE GAMES FOR SALE PGA Tour Golf II £25. European Club Soccer £20. Call Tom on (0684) 574542.

MEGADRIVE + MEGA CD II, Arcade POwer Stick + Two Pads, 5 Cartridges including Virtua Racing, Fifa Soccer + Ranger X 5 CD's including Lethal Enforcers, NHL 94 + Sonic. All boxed + in mint condition would cost over £800 new £450 (0923) 267606 (Watford).

MEGA CD, MEGADRIVE 9CD Games inc Ground Zero Texas Thunderhawk Batman Returns, Night Trap, Final Fight, Sonic CD + more 11 Megadrive games, Aliens 3, T2, World of Illusion etc. +CDX Game Genie Arcade Power Stick + 3 Pads all for £575 (0582) 663560.

MEGADRIVE GAMES FOR SALE PGA Tour Golf II £25 European Club Soccer £20 Call Tom on (0684) 574542.

MASTER SYSTEM II WITH TWO Joypads plus five excellent games including Sonic Price £50 Tel Johnathon on (0403) 782293.

SEGA GAME GEAR, ADAPTOR, Master System Convertor, Super Wide Gear, and over a dozen games including Jurassic Park, Sonic 2, Mortal Kombat, Lemmings and Chuck Rock. Everything boxed in excellent condition. Worth Loads, Sell all for £160. Tel (0284) 728036.

N.E.S FOR SALE WITH 5 GAMES and 2 control pads. A bargain price of £80. If interested Tel. Umesh (081) 449 3176.

FOR SALE MEGADRIVE ALL Leads £55.00. Speedball 2 £16, Euro Club Soccer £18, Chuck Rock £16, Spiderman £10, Jungle Strike £26, Quack Shot £20 Revenge of Shinobi £12, Sonic 2 £16, Thunderforce 4 £18, Eswat £14, Greendog £12, Super Harry on £10 + SNES stuff. Tel Kev (0920) 877341.

SONIC 3, BARGAIN £25, hardly used. Also Mortal Kombat, Ecco, Sor 2 £20 each. Aarton Senna's Super Monaco 2, JM 92, Sonic 2 £15. Streets of Rage, Golden Axe, Soace Harrier £10. Convertor needed £5 Ask for Nick on (0277) 221969 after 3.30pm.

MEGA CD PLUS MEGADRIVE Normal CD's plus Thunderhawk. Ten Carts, including Alien 3, Flashback, F22, Desert Strike, Robocop v Terminator. 2 Control Pads. Joystick, Action Replay Cart. Bargain £300. Phone (0296) 81293 evenings.

MEGAMART

BOXED MEGADRIVE 28 GAMES and Mega CD 9 Games including all Sonic titles, Flashback, Fifa Soccer, Lemmings + Movie Games Nightrap, Ground Zero Texas also platform games + Computer literature, everything worth over £2000 Bargain at £725. Tel (0494) 439523.

AMIGA CD32, 9 GAMES Including Microcosm and Labyrinth, 5 months old, all boxed, mint condition, £270 Call (0242) 513331.

MEGADRIVE ARCADE Powerstick, Joypad, John Maddens '94, Sonic 1&2, Mercs, Euro CLub Soccer, Hellfire, Zerowing, Taz Mania, Altered Beast, Road Rash, Streets of Rage (12) worth over £500 everything can be boxed as new. Great Condition. Offers, Richard (0734) 695457.

FOR SALE! MEGADRIVE, Three games, One six button control pad and one normal. Also NES with two games. Plus 20 inch TV, 31 inch computer desk. Goes to the highest bidder. Phone Clinton on (0304) 824382 between 4pm and 7pm.

MAGAZINES SEGA PRO 18,27 Sega Force 1,5,7,12 Sega Zone 1, Sega Power 25,26,27,29,32,34,35 Console XS 2, Mega 1,2,4, Mega Action 1, Games Master 1, Megatech 7,10,11,13,14,16,17, Electronic Gaming Monthly, Feb 93, March 93, April 93, May 93, Tel. 0765 689229 All £1, also wanted Mega CD with 2-3 games £200.

SONY WM-FX45 WALKMAN Digital radio with 10 presets had 1 month £70 also Intruder 3 Joystick had 6 months £25. Scalextric "Road Racing" set E45 Flashback and Gunstar Heroes both £25 each Tel. (0765) 689229.

SEGA GAME GEAR, SUPER Wide Gear, AC Mains, Battery Pack, Car Adaptor, Master System COnvertor,Carry Case Holds everything, 5 Games. Mortal Kombat, Chuck Rock, Suer Kick Off, Columns, Leaderboard Golf and California Games for convertor. £150. Tel. (0259) 752329.

MEGA CD WITH Thunderhawk, Final Fight (U.S) with CDX converter plus seven other games £195 ono (0284) 766540 (Suffolk area).

MAGS, I HAVE 100 MAGS FOR sale and they include videos, books and other free gifts. All for only £28! So if you are interested phone (0727) 846308 and buy the mags. Ask for Dave.

SEGA MEGADRIVE WITH 14 incredible games, featuring Streets of Rage 2 Jungle Strike and Aladdin. Also with extra joy pad. All in excellent condition bargain at £300. Tel Nigel (0494) 724871 after 3pm week days.

MEGADRIVE GAMES TOP 14 games including Flashback, Mega-Lo Mania boxed. Instructions £200 also Game Gear + 5 games call (0491) 838048.

MEGADRIVE GAMES £15 EACH Sonic Spinball. Street Fighter 2, Micro Machines, Mortal Kombat, Action Replay, Aladdin, Fifa Soccer, £10 each Cool Spot, Fatal Fury, Jungle Strike, Jurassic Park, Flash Back, Lethal Enforcers £15 Meancher + 6 games £15. Russell. 24 Seaking Crescent, Colchester, Essex CO4 4RJ.

UK SUPER NINTENDO Includes three games, Super Empire Strikes Back, John Maddens 93 and Mario World, Two joy pads and all leads and boxes. If interested phone (081) 950 9457 and ask for Rob. Offers accepted around the £120 Mark.

UK MEGADRIVE AND MEGA CD with seven games, UK super Nintendo with Street Fighter Two Plus three games plus fifty Sega and Nintendo magazines. All for £400. Phone (021) 382 7164 after 6pm. Ask for Winston.

BATMAN, KLAX, CORPORATION Dragons Fury, Another World, Mega Games I, Talepsin Thunderforce IV, Ex Mutants, Alien 3, Terminator, F22, Hellfire, Flintstones, James Bond, Avengers, Rolling Thunder 2, Lotus Challenge, Marble Madness, Back to the Future III, Castle or World of illusion, Mutant League, £15 each! Tel (0724) 848762.

SNES FOR SALE WITH MARIO World, Mario All Stars, Waynes World, Wrestle Mania and NBA Jam plus two control pads only £150 ono. If interested phone (091) 581 6037 and ask for Adam.

PHILLIPS CDi, WITH 13 CD's Only £425 or swap for a 485 PC Also SNES, Megadrive, PC Engine Hardware, Software and accessories for sale or possible PX/ Swaps example Megadrive Micromachines only £24. Phone James on (0934) 833788.

SNES FOR SALE 2 PADS 7 Games + JAP/USA Converters Streets Fighter 2 F-Zero Castlevania contra 3 John Maddan 93. All for £200 Tel John (0902) 893426.

MEGADRIVE GAMES FOR SALE from £5 Revenge of Shinobi to £20 Rocket Knight Adventures inc Muhammad Ali Phone Phill (0245) 256450.

50 SNES GAMES INCLUDING Joe & Mac 2, Bomberman 2 and Turtles Tournament. Will not separate. Bargain at £270 ono. Tel (0272) 686258/(0831) 267711.

DOUBLE PRO FIGHTER DISK Drive for both Megadrive and SNES (24 MEG) + 15 games. Hardly used 11 months warranty. £270 Tel (0272) 686258/(0831) 267711.

SWAP

I WOULD LIKE TO SWAP Thunder Force IV for Toe Jam & Earl 2 so call 'now' on (0223) 572496.

I HAVE GOT SWAP FOR PAPER Boy and Indi Jones for almost anything. Just call (0243) 864657 the game must be seen first.

PHILLIPS CDI PLUS FILM Cartridge Four D.V Games Space Ace Caesers Boxing etc. 16 games Voyuer Tennis Golf etc. Two Joypad, Six films Swap for Mega CD and lots of games. Buyer collects worth over £1,100. Phone Gary (0524) 770558.

SWAP BOXED SUPER NES with 13 games adaptor games includes SF2 Turbo Contra 4 Starwing Batman Returns. I want Mega CD with games or Neo Geo with games. Contact Ricky on (081) 368 7486.

WANTED

WANTED SNES P.C ENGINE & Megadrive Games top prices paid. I also swap games for the consoles above for just £3 for details. Send list with SAE to Swaps 48 Dawlish Road, Reading, Berks RG2 7SF. Top titles, Top Prices.

I WILL BUY ANY AUTOBOT Or Deception Trans-Formers for a good price. If you have any please phone (0760) 724070.

WANTED ATARI JAGUAR Games especially Alien v Predator and Chequered Flag. Will pay good prices or will Swap. Tel: (0266) 880155.

WANTED COMPLETE LEVEL Passwords for Mega Drive "Jungle Strike" Please send to Peter Bibby 9 Penketh Court, Runcorn, WA7 1BB.

MISCELLANEOUS

SUPERIOR SOCCER! A NEW High Tech P.B.M features include: 15+ Skills per player, Bribe, Poach, Create your own unique tactics! World transfer market, Prizes! Newspaper interviews Board + Fans Opinions. Pitch Invasions! Write to : 87 (MM2) Fairgarth Drive Kirkby Lonsdale Carnforth Lancs LA6 2DT.

ANSWER THIS..., WOULD YOU like to be paid for your opinion? Send for free brochure. 16 New Watling Street, Leadgate, Consett, Co. Durham DH8 6DS.

PEN PALS

22-23 YEAR OLD BOY OR GIRL please write to: Tracy Douglas 414 Blandford Road, Efford, Plymouth, Devon PL3 6JB.

BOY LOOKING FOR PEN PAL Boy or Girl between 12+14. Please write to Liam Roxburgh 73 Waterside Sefton, Merseyside, Liverpool L30 ORB.

ELEVEN YEAR OLD MALE Sheffield Wednesday fan with GameGear seeks female pen pal 11+ to talk football and computers if you are interested then write to Math Francis at 2 Gypsy Wood Crest, Colton, Leeds LS15 9DZ and a reply is guaranteed.

13 YEAR OLD BOY WANTS female pen friend of similar age. Replies guaranteed. Michael Leak, 8 Gypsy Wood Crest, Colton, Leeds, LS15 9DZ.

12 YEAR OLD BOY WANTS Male or female pen pal write to: Anthony Evitts 7a Marsh Road, Little Lever, Bolton BL3 1RF.

I AM LOOKING FOR A MALE pen pal aged 10-12. Must like computers, swimming, lego and going to the movies. My lifes ambition is to solve a murder mystery and become famous. I am aged 11. Must speak English. Offers accepted from around the world. Frank Bennett Highcroft, Douglas Road, Kirk Michael, Isle of Man.

12 YEAR OLD LOOKING FOR Pen Friend. Write to : Andrew Smith 3 Downside Drive, Ashby DE La Zouch, Leices LE65 2QA

Please see page 96 for order form.

MEAN YOB

In the lower depths of the Pacific Ocean lurk palid sea creaures whose bleached white skin indicates they have never come into contact with the sun's rays. Living in their own dark little world, they meander around with no purpose whatsoever. Which brings us nicely to this month's letters. The similarities between some of the people who write into these pages and plankton is uncanny, and if you want to impart yourviews of bullying sharks and jellyfish, write to: TORI SPELLING HAS A FACED LIKE A SMACKED BUM MAILBAG, MEAN MACHINES SEGA, Priory Court,
30-32 Farringdon Lane, London, EC1R 3AU

FIREFOX

Dear Yob,
Hello monkey spanner, I hope you can answer these taxing queries.
Why does the cartoon of Paul look like Peter Ebdon? Why do you look like Freddie Starr? Why is abbreviation such a long word?
How come everyone is having a go at Claire? I think she's really nice, and much better looking than Oz. How about letting her (and Oz, I suppose) review a game occasionally? I'm sure loads of readers would like to see what Claire has to say, I know I would. I hope that all these questions aren't too much for you to handle, better go and lie down now hadn't you? Oh go on then, insult me if it'll make you feel better.
P.S. Do you like Penguin Cake Bars?
A. Camel.

YOB:Claire has plenty to say, and it's all pretty boring. You should get together, actually — you'd make a great couple. You're right, she is better looking than Oz, but then again that wouldn't be hard, would it? As for your pitiful questions, I've handled a lot bigger and meatier than them.

PATRIOT GAMES

Dear Yob,
I am writing to you in response to your wise words of wisdom in your answer to my letter (issue 20), the one about the burglary. Yob, or should that be Mr. Holmes, how right you were. If you recall, I was burgled while at my Nan's, and you suggested that 'the old dear' masterminded the whole scheme. Well, she only did send the boys round to do the biz while we slaved away creating an authentic Victorian Fireplace with matching mantelpiece. Anyway, she was Mrs. Big alright. Not quite the ' a bit past it old love' she'd have us believe. Not only that, but on her arrest, the C.I.D. discovered that she was the brains behind a mass crimewave in South-East England. What's more, she's wanted in four countries, and has an F.B.I. file that dates back to November of 1963, detailing an incident in Dallas when she was spotted with a rifle behind a grassy knoll.
Talk about not knowing someone! She was sent down for life (about 6 months then in the old dear's case) but on her way to Broadmoor she was sprung by her evil cronies and was heard saying "Grannies of the world unite! We will crush them, ha! ha! ha!". She was always a bit tipsy on the sherry around Christmas time, well October really. She said that she liked to plan ahead. Well, she is now somewhere at large in the Basildon area — gasp! Live in fear ignorant citizens! Lock all the windows and doors! Keep women, children, and pets inside!
That was a public announcement.
Grant Tabard, Basildon, Essex.

YOB:Well, the lesson is you should choose your relatives a bit more carefully in future. I knew an old woman who used to steal oranges by stuffing them down her corset. When they caught her they let the theft charge drop but she got six months for smelling of wee. Now I mention it, your letter came on sort of yellowish stationery. I suppose you'll say it's Basildon bond...



▲ ***An amphibian flight of fancy, from someone to scared to reveal their identity.***



▲ Sonic in shades from Marie in sunny Weston Super Mare.

HARISSON FORD

Dear YOB
I hate you, I wish you were dead. NOT! You are the beast.
I Sensi Morta.
YOB:And you are the anti-joke. Imagining using that rib-tickling expression from Wayne's Underworld which everyone else buried years ago. You are sad (fin).

BLADERUNNER

Dear Yob,
I have been appalled at the amount of cack MEAN MACHINES SEGA has written about Nintendo over two years. Being an avid reader, I can remember that in the second issue of NMS, after the split, a person wrote in worried that the two mags would start saying "Sega is sad" or "Nintendo is rubbish". Jazza replies "Don't worry you won't read any of that tripe in here". The issues of MMS which followed were free of immature comments, but soon after that, sly remarks began to creep in. Not many at first, but gradually working up to at least ten an issue. Reviews were getting stupid because you weren't actually comparing the game under scrutiny with other Sega attempts, instead saying that the game was better than any Super NES cart around. Doh!, what is the point of that! After all, you are a Sega magazine, not a "let's slag off the rival console" publication.
From this letter you must think that I am a Nintendo owner and you are correct, but I also have a Sega so I'm not being biased. I purchase MMS (and NMS — I don't see any jokes at Sega's expense there) every month, but recently with all the anti-Nintendo remarks being dished out I don't know why I bother.
"The Super NES is crap". I could accept this if I saw it in an inferior mag, but in MEAN MACHINES. I thought that you were a cut above the rest, obviously I was mistaken.
Stuart Alexander, Swindon, Wilts
YOB:When you grow up, you'll discover a little thing called evidence. You use it to back up claims like the ones you have just made. None here, I'm afraid. In fact, your letter is one long collection of butt noises punctuated by full stops. The (few) references we have made to Nintendo have all been pertinent — who does want a Gameboy Super NES, for chrissake? In comparison, you're just impertinent. Go away.

1492

Dear YOB,
I have a friend who thinks that Revenge of the Shinobi is better than Flashback. He thinks the graphics are a lot better and the gameplay is excellent, is he sad or what?
Neill Collie, Leighton Buzzard, Beds.
YOB:Nerds of a feather flock together. After all, he is your mate.

GERARD DEPARDIEU

Dear Yob,
Why is Super Kick Off so crap? I was playing it for a few days and it is so crap. It is too easy! I would also like to say that your mag is brill. Also why is Nintendo so sad. They have no good games and they don't have a CD.
P.S. Do you like Penguin Cake Bars? Give me General Chaos or you will die!
J.D, Scotland.
YOB:Nintendo have no Cee-Dee, you have not a Scoo-bee. I love penguin cakes, but it's a b'gger getting those feathers out from between my teeth. I have here a copy of General Chaos... which I'm not going to send you.

▼ An angular world — polygon pix from Paul Johnson of Skegness.



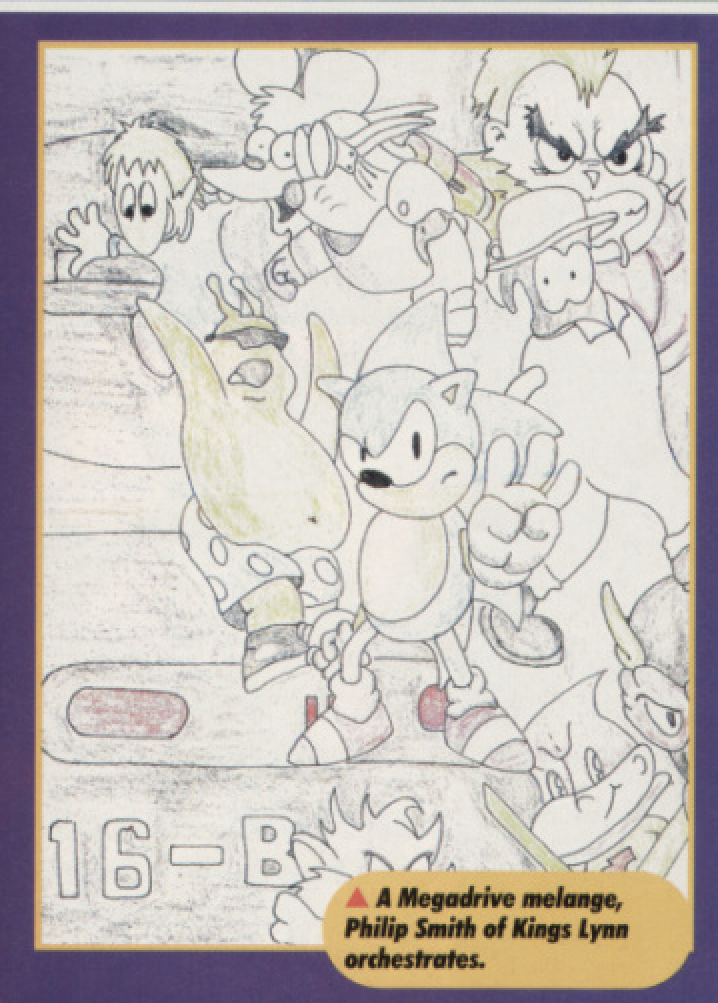
GROUNDHOG DAY

Dear Mean Granddad,
Why the change? Is it because you didn't get your pension or is it because your Zimmer frame was stolen? Please, please, please, tell me why you don't



▲ Scary! From Carl Prince (of Darkness?) of Ilford.

insult people as much as you did. This has gone on too many editions — get hard, get tough, oxycute them. Sorry I've gone completely off the subject just like you when you said how smeg Mr. Blobby was. You see I don't mind if you take it out on me, I don't run off and cry to Mummy because you said I looked like a monkey's behind that's raw.



A Megadrive melange, Philip Smith of Kings Lynn orchestrates.

Someone tied the monkey down to a red hot oven. So what, who gives a damn!
Chris Price, Frinton-On-Sea, Essex.
YOB:You want da boys round? You got da boys — chill the black puddings lads — Yob's going out on the road again. So you think I'VE gone soft. You're about as hard as my first turd — and that was after a curry. Anyway, you can't run to mummy, seeing as you stay at Mrs Gaskell's orphanage for bed-wetting nonces.

SIGOURNEY WEAVER

Dear Yob-a-Dob,
I would like to start by saying, chufty boofles on toast with bobble de flibble on top. Tibbles the cat is doing a diarrhoea special in your favourite pair of slippers and when you put them on you will get a strange, squishing sensation!
Seriously now on a more seriously serious note, I would just like to publicly humiliate my sister, Catherine. Not only is she an East 17 fan, but she actually fancies Rad Automatic! She thinks he's a Sex God! She wanted me to tell you that her name was Ariel Ultra, but I thought that would be a bit too sad.
Cry Baby Boofles, Flibberdy Flob Land.
YOB:You have an astounding grasp of English — astoundingly retarded. I would imagine there's a water area and sand pit in your literature class. It's obviously genetic, considering your sister's little 'complaint'. We're thinking of a 'scratch and sniff' special for Rad (he does plenty of both) the only EMAP employee to smear crusties under his desk. Seriously, Steve and Gus sit behind Claire's desk and watch the workshy git tap away on his keyboard, delete what he has written, excavate his nostril and put it under his desk! Greuuuuuuaagh

DANNY GLOVER

Dear Yob,
I just have to say that Sega and other games companies are both sexist and homophobic, and as to that sick idiot in issue 19 who wrote in to suggest a game of his own twisted imagination, I'd lock him up and throw away the key. Games are bad enough as it is with women being shown with hardly any clothes on, and weak compared to the male characters who have the most power and are always fully clothed. Also there is a great deal of homophobia in games as there are no gay characters to be seen. They exist in life so why not include them? Unfortunately, if you print this letter there will no doubt be many complaints. I wish people would just accept others and stop being so bloody stupid.
Tanya.
YOB:Yob get serious. You are right that women shouldn't be portrayed as weaker than men, but in many instances both men and women are shown semi-clad to give a game an exciting image.
About gays and lesbians. Well, along with all sorts of other people some of them work at EMAP (who knows, maybe even this magazine), and are afforded the same rights, courtesies and prospects as anyone else. Which is how it should be. But for a mostly young readership, such issues should be explored in a more suitable forum than MEAN MACHINES SEGA. Blimey, a serious answer. I'm off for a lie down...

MAVERICK

Dear Yob,
First of all I think your's is the best write-in column. Anyway I bought Thunderforce 4 not so long ago for only £9.95. Our local computer shop must be going soft, and after I completed it, it says "to be continued...". So will there be a Thunderforce 5, and if so when? What do you think of Maximum Carnage? C&VG are braindead, they called Carnage, Max. Wrong, he is called Cletus Kasardy.
Philip Smith.
YOB:There will surely be a Thunderforce V, but don't ask me when. I wouldn't want to say the entire CVG staff are infected with Mad Cow disease, but let's say they are not averse to the odd hamburger. Paul Rand is to sensible conversation what Christy Brown is to international athletics.

UNFORGIVEN

Dear Yob,
This is just a short message for Helen Rossendale (last issue's mail bag). I would just like to reassure you that I would never insult Yob.
But I would like to know why you get turned on by a steel clad midget with a Mister Potatoe Head head called Yob?
Guile .
YOB:Now then, now then! Yob is no midget — and when did you last look down recently? I see you've been taking English lessons from Dan Quayle. You have a lot to learn, my son, and first is how to pee in a straight line — though with your tiny todger that will take some doing.

MYSTIC YOB

He has returned from the spirit world with answers to letters too banal to be printed in full. Bloody hell, they must be terrible...

DAVID CRENSHAW: You obviously bring new meaning to 'where's the soap?' Just make sure your Mum doesn't wash her face with it afterwards...

SARAH TAYLOR: Steve says he wouldn't use mine let alone his.

ALEX MULLET: Unfortunate name you have there Alex. Not as unfortunate as your obvious lack of intelligence, though.

IAN CHAMBERS: A cheese grater, eh? My, I bet you don't get out much.

DUCKLING VON DRAKE: Ho-ho. Blimey, if we were in 1973 right now, you'd get your own mini-series. Get up to date, Bozo...


Ryan Hunter of East Kilbride draws a forceps Fei Long of SFII.

STREETS OF RAGE



It's an all out turf-war featuring MORE weapons, MORE moves and More outRAGEous action than ever before. Mr X has hatched the ultimate evil plot - but what he didn't count on was a bone-crunching counter-attack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan... and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital hardcore!



Go Electric!
Mr.X minions meet their match in Dr. Zan's electrifying Robotic Reach!



Lift-off!
Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



Axel and Blaze are back
and getting their kicks with all new Martial Arts Moves!

"The best scrolling combat game in existence" SEGA MAGAZINE - 90%

"The best horizontally scrolling beat 'em up that I have ever played and that is saying something" MEGATECH - 90%

"It looks great, it plays remarkably well and it sounds even better. What a winner!" SEGA ZONE - 86%



MEGA DRIVE

TAKE BACK THE STREETS...



High on a mountain an old man wearing just a loin cloth sits. Cross-legged, he squats beneath a tree which is is nearly as old and stooped as he is. An aura of intelligence emanates from him as he contemplates the world's ills behind his shut eyes. Despite his wisdom, though, an upstart by the name of Steve Merrett has leapfrogged him as the most knowledgeable bloke on earth. And the lad Merrett doesn't wear a nappy. Much. Thus, if you wish to pick Steve's brain, write to:

TWO LOUSY PICS MAKETH NOT A PREVIEW Q&A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU
But if you want to consult the wise old sage, just address your envelopes 'Tibet'.

NEW YORK, NEW YORK

Dear Steve,
I am considering buying the Mega-32 and the Multi-Mega depending on your answers.
1. Considering the shape of the front of the Multi-Mega, will it be compatible with the EA 4-Play add on and the Sega 4-Player Tap?
2. Will the Mega-32 run Mega-CD games?
3. If not, will the Mega-32 be compatible with the Multi-Mega?
4. How much is the Multi-Mega?
5. And is it true the Mega-32 will be around £150?
Scott Macdonald, Glasgow.

STEVE:1. The Sega one, yes, the EA 4-Play probably not. 2. It's too early to say. 3. Presumably. Sega have probably taken all existing Megadrive models into consideration. 4. £350-399. 5. It hasn't been confirmed, but it's certainly a possibility.

KING OF THE ROAD

Dear Steve,
Please answer these questions because I don't want to waste a stamp.
1. Me and my friends were playing SF II and on the screen appeared some numbers with "address code" at the top. We could change the numbers about. What does it mean?
2. In another magazine it had the Game Genie code for Sonic 3 (AA6T-AAXC) and it showed a shot of the level select. There were three extra zones, Flying, Battery, Mushroom Valley, and Sandopolis. Are these real levels or just demos?
3. For the review of Sonic 3, you said it would take a week to complete it without the emeralds, and 6 days with them. Do you think we are thick?
4. Have you got any cheats for Sonic 3 (not Game Genie or Action Replay)?
Michael Southgate, Bingley, W. Yorks.

STEVE:1. Oops, your cart crashed revealing some of the game's machine code. Nothing serious, though. 2. Gen-u-ine, methinks. 3. Not all of you. Mind you, if you read some of the letters we get here... 4. Yes, but we printed it last issue and I haven't got the space to do it here.

HEY JUDE

Dear Steve,
Could you please answer my question. While playing Eternal Champions on the Megadrive, I defeated Trident. Some vines then came up from the water, wrapped around his body and pulled him down into the water. I then defeated Midknight and one of the helicopters came out of the background, released a missile, and reduced Midknight's body to a skeleton. I have never seen this happen again, so please could you tell me how this happened.
Tim Cook, London.

STEVE:Eternal Champions is full of these little surprises Does the word 'random' mean anything to you?

THERE MUST BE AN ANGEL...

Dear Steve,
I have a problem. I got a Megadrive II for Christmas and I bought Road Rash for it. However, I noticed that the cartridge is a different shape. I now know that all EA games are like this. I put it into my Megadrive and it worked

I SHOULD BE SO LUCKY

Dear Steve,
I have some brain-bending questions for you.
1. When is Streets Of Rage III being released, and how much will it cost?
2. Will the Saturn have any Street Fighter II games released on it?
3. Will Virtua Fighters be released on the Megadrive without the Mars add on?
4. Is the Saturn better than the Neo-Geo? Because the games cost a ruddy fortune, apparently.
5. What do you think is the best game out of NBA Jam, FIFA, Madden '94, Sonic 3, and Virtua Racing?
6. Has Yob ever shot anyone with his gun?
James Billingham (Hillbilly), Stone, Staffs.

STEVE:1. It's out now, and costs £65. 2. Capcom are developing for it, so who knows? 3. Nope. 4. Yeah, loads. 5. Virtua. 6. Yes. And we've got your address – sleep well...

okay, but when I reset the game, the screen went all funny. I turned the power off and on, and it worked again. Please tell me if the game is faulty or if it's not meant to be played on the MDII, because I would really like to buy Jungle Strike. Thanks.
Christopher Archer, Liverpool.
STEVE:It's nowt serious. Resetting doesn't always clear the Megadrive's memory. Only a 'hard reset' (ie turning the machine off for a few seconds) will completely clear it.

SHOUT!

Dear Steve,
Being the Oracle you are, I thought you would answer these questions for me:
1. Does the Mega-32 bring the Mega-CD's graphics up to 32-Bits along with the Megadrive, or does it only allow you to play full-motion videos?
2. Is the 'Sega Audio/Video Cable' described in the Megadrive's instruction manual the same thing as a 'scart lead'?
3. If they are different, how much does each one cost, and which is the best?
James Harris, Rochester.
STEVE:1. Both. 2. Yup. 3. I dunno. What am I, Mr Tandy Warehouse?

DISCO INFERNO

Dear Steve,
Please can you answer these questions:
1. Is it worth buying the CDX Pro? (I can get one for £20).
2. Is it worth converting my Megadrive to play at 60Hz? (The US and Jap standard).
I have SFII and know at 60Hz the picture is the proper speed with no borders.
3. Where can I get it converted?
4. Has Double Switch been delayed? I can't find it anywhere.
5. My Dad might be buying a PC CD-ROM. Should I buy Rebel Assault on the PC or wait for the Mega-CD version?
6. And finally. I have Sonic 3, and just lately on the Chaos Emerald bonus stage when I touch a blue ball the picture nearly always pauses for a few seconds, but the music carries on. WHAT'S GOING ON?
Melon Man.
STEVE:1. Yep. 2. It depends. If your Megadrive is no longer under warranty, yes. But is it worth it for one game? 3. A church, or wait for the Jehovah's witnesses to come to your door. 4. It's out there. Somewhere. 5. They are both very good. Obviously the PC version looks clearer, but the Megadrive is just as playable.

ONLY YOU

Dear Steve,
Please, please could you answer these questions:
1. Can you play an American or Jap CD game on the UK CD?
2. Is Mortal Kombat II in the making for the Megadrive?
3. Will NBA Jam come out on the Mega-CD? If so when?
4. When will Super SFII be out on the Megadrive?
Liam Roxburgh, Liverpool.
STEVE:1. Only with a CDX cart. 2. Yup, see last month's issue for the first ever pics. 3. Nope, never. 4. We reckon it'll be here for July.

IF YOU DON'T KNOW ME...

Dear Steve,
Would you please answer these questions for me?
1. Should I buy the game Virtua Racing, because there are only three races?!
2. Is there something like this coming on the Mega-CD?



3. Somebody told me that there is going to be a Mega-CD pistol on the market. Is this true? If so when?
4. Will there be a motorbike racing game on the Mega-CD?
5. Is something like Thunderhawk coming out on the Mega-CD, but in a plane instead of a helicopter?
Janssens Jurgen, Boom, Belgium.
STEVE:1. Yes, because it's absolutely stunning. 2. Not really, just a load of crap pretenders. 3. It's already out. It came with Konami's Mega-CD Lethal Enforcers pack. 4. Domark have got Kawasaki Super Bikes in the offing. 5. Not that we know of at the moment.

CANDLE IN THE WIND

Dear Steve,
I would be grateful if you'd answer these questions:
1. Does the Mars enhance the colour palette of the Megadrive?
2. Will there be a sequel to the brilliant Eternal Champions?
3. Will Sonic 3 be released on the Master System or Game Gear?
4. Will there be a sequel to Micro Machines?
5. Will Soleil be any good?
Clifford Cardona, Gibraltar.
STEVE:1. Yes. 2. Possibly. 3. No, but Sonic Chaos 2 will. 4. See last month's Work In Progress. 5. It looks good, but it's too early to say.

Alone again on his mountainside, a solitary tear glistens as it makes its way down the wizened old man's face. If only he knew all about Mortal Kombat II. Bloody whippersnappers...

P ROSE

MEGA SHOP GUIDE

TO ADVERTISE IN THE MEGA SHOP GUIDE CONTACT:

Sean Normoyle
ON 071 972 6700

THIS SECTION SHOWS YOU WHICH SHOPS ARE NEAR YOU. ALL YOU HAVE TO DO IS LOOK FOR YOUR LOCAL AREA HEADING, AND DETAILS OF THE SHOPS ARE BELOW.

HARLOW

The time has come for someone to take the lead in selling computer games.
Someone who cares about their customers and prices. Someone with guarantees that no one can match.

IT'S TIME TO SHOP AT:

KNIGHTRAVEN COMPUTERS

Shop opening soon on Harlow, Essex

SNES * MEGADRIVE * MEGA CD * AMIGA * JAGUAR * PC * HAND HELDS

LATEST RELEASES:

EA FIFA SOCCER	£38.50
JOHN MADDEN 94	£41.50
MORTAL KOMBAT	£40.50
NBA JAM	£40.50
RYAN GIGGS SOCCER	CALL
SUPER STREET FIGHTER 2	CALL
WORLD CUP STRIKER	CALL
WORLD CUP USA 94	CALL
SONIC 3	£44.50
PINK PANTHER	£39.50
VIRTUAL RACING	£54.50

all prices include P&P recorded

SUPER STREET FIGHTER 2
BE FIRST! ORDER NOW AND SAVE £5
OR GET A FREE CONVERTER OF YOUR CHOICE

NO MEMBERSHIP * ALL GAMES ARE NEW
* NO HIDDEN EXTRAS * IMPORTS ON SALE

Please call for YOUR FREE Catalogue

0279 422113

MON: CLOSED TUES - SAT 10-8pm SUN: 12-4pm ask about our Customer Service Charter

WE GUARANTEE TO GIVE THE BEST SERVICE AT THE BEST POSSIBLE PRICE

WOLVERHAMPTON

SAVE £20
SAVE £20
£20

Vistar Video Entertainment

THIS MONTH'S SPECIAL OFFERS

MEGADRIVE GAMES		*MEGA CD GAMES*	
Gunship	Only £24.99	Road Avenger	£15.99
James Pond 3	Only £19.99	Black Hole Assault	£17.99
WWF Wrestlemania	£17.99	Jaguar XJ220	£24.99
NHLPA '93	£24.99	Mortal Kombat	£44.99

PLUS MANY, MANY MORE



**Send us this voucher and SAE for a free gift and list of all our bargains. Send now to
Scott Free Video,
256 Jeffcock Road,
Penfields, Wolverhampton
WV3 7AH
Tel: 0902 344555
Fax: 0902 653777**



CHESTER

S.F. GAMES
P.O. BOX 991, CHESTER, CH1 3GR
TEL: 0244 370480

This voucher entitles you to **£2 OFF** advanced orders. Redeemable on all orders placed over 2 weeks prior to release valid until 30 August 1994

MEGADRIVE		MEGA CD	
BRET HULL HOCKEY	£33.99	DOUBLE SWITCH	£39.99
JUNGLE BOOK (JUNE)	TBA	DRACULA	£39.99
LOST VIKINGS	£36.99	DRACULA UNLEASHED	£39.99
RYAN GIGGS	£33.99	INDIANA JONES	£39.99
STREETS OF RAGE 3	£39.99	JOE MONTANA	£39.99
THE CHAOS ENGINE (JULY)	TBA	JURASSIC PARK	£39.99
VIRTUA RACING	£57.99	MORTAL KOMBAT	£39.99
WORLD CUP USA 94	£36.99	SOULSTAR	£39.99

LIMITED OFFERS! (MEGADRIVE)

CASTLEVANIA	£33.99	REN & STIMPY	£29.00
NHL HOCKEY	£33.99	SONIC 3	£43.39
PGA EUROPEAN TOUR	£29.00	.....WHILE STOCKS LAST!	

NAME ______________________ ADDRESS ______________________

POST CODE ______________________ TELEPHONE ______________________

ITEM ______________________

PRICE [ ] P&P [£1.50] TOTAL [ ]

ALL GAMES SUBJECT TO AVAILABILITY

PLEASE MAKE CHEQUES PAYABLE TO S.F GAMES

BEDFORD

TAVISTOCK VIDEO CENTRE

WE STOCK A WIDE RANGE OF NEW & SECOND HAND GAMES AT VERY COMPETITIVE PRICES
ALL SEGA AND NINTENDO FORMATS, CD32, CD ROM, AMIGA, PC
ALL AVAILABLE ON MAIL ORDER.
PLEASE SEND S.A.E FOR UP TO DATE LIST.
PART EXCHANGE WELCOME WITH ALL CARTRIDGES + CD'S

MAIL ORDER

0234 352 992

CREDIT CARDS ACCEPTED

Open Mon - Sat 10am - 8pm. Sun 12 noon - 8pm
23 Tavistock Street, Bedford, MK40 2RB

Inside Sega Amusements

An unassuming industrial unit in New Malden, Surrey, is the powerhouse of Sega Amusements Europe, unarguably the most dynamic mover in the arcade sector at the moment. Kenji Horii, Managing Director of the Amusement Machine Division was interested in our Arcade Special last month. After he arrived back from the JAMMA show in Japan (the world's biggest arcade showcase), he invited Gus Swan down for a revealing chat...



GUS:Thank you for taking time to speak to Mean Machines, Mr Horii. How long have you worked with Sega Amusements?

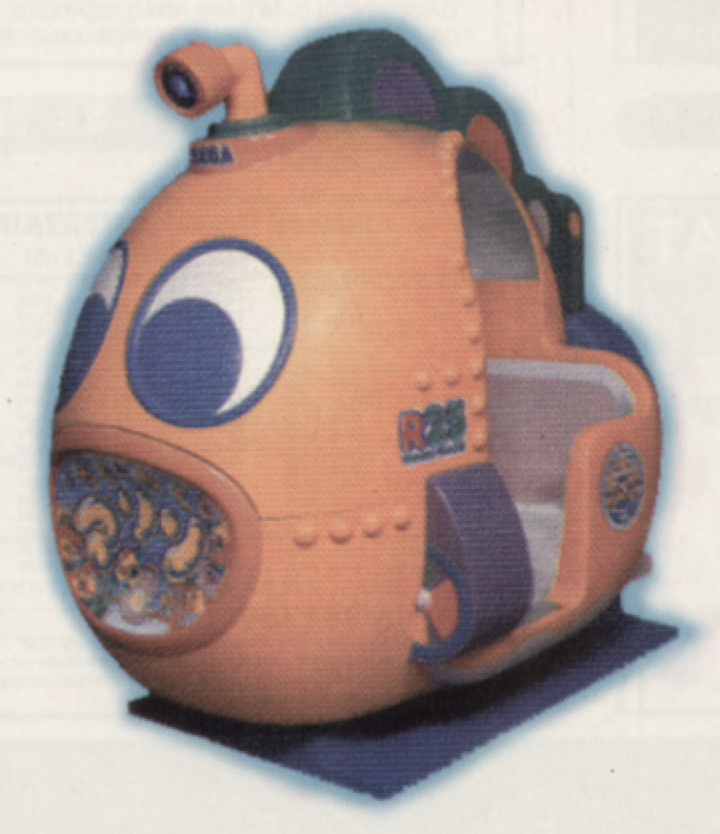
HORII:For about five years. Before that I was involved in the export trade with arcade machines from all companies. At Sega
for their products. At the mor
moting Virtua Racing, Jurassi
Fighter and Jurassic Park.

GUS:Looking at that line-u emphasis is on the new CC board. Have Sega abando old PCB cabinet for good?

HORII:No, but things are mo forward. We still have a rang products, but we have to jud carefully what is right for eac market. If you look at the cat logue of new games at the JAMMA show, we have still h some sprite games, like Dragonball Z VS. There's still market for the PCB, but we expect it to shrink.

GUS:Looking at the other at the JAMMA, like Konam Fantastic Journey and Cap Super Streetfighter Turbo, seems to be an emerging ogy gap between Sega an

HORII:The hardware matters. The level of hardware is advancing all the time, PCBs are reaching the potential level of CG technology. However, most sprite games are nowhere near that level. After CG has been available, Virtua Fighter for example, and you compare it with sprite-based games like Street
game inevitably

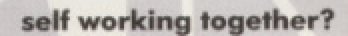


e other manu-
ıoment is that
the level of
ecessary to cre-
lity games.
e of them are
ımi,Namco and
ır example, but
not there yet.
ıave to increase
technology
l for the whole
ıstry, and in
ıre I think it will
possible for us
ommuncate
en companies.

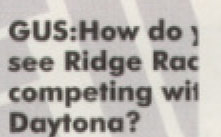
:Cooperation! e something ıed Namco ılly see yourself working together?

HORII:Yes, Namco has already introduced technology in the same league as CG. At the moment they are very strong competitors, and I admit, that would make it difficult for us to cooperate at present.

GUS:On a personal level, what do think of Namco's polygon game



HORII:There ar two sides to the question. They good games. Ri Racer is a good game. But in ou industry, succes measured in ho games generat money. I'm not sure that these games, howeve good, will be su cessful in gener money. But Rid Racer is good.



GUS:How do y see Ridge Rac competing wit Daytona?

HORII:Daytona just been relea the market, and we've only intro duced the delu version, and fro the income leve so far... well, I' very happy! At in the London Trocadero, they installed Ridge Racer first, about two months ago. They installed Daytona about a month later, because we delayed.

GUS:On purpose?

HORII:Yes! They started much earlier, and now, I believe it's going in our favour.

GUS:Still on technology, does it annoy you when people compare Virtua Fighter with Streetfighter II?

HORII:No, I welcome it. I think it's good for the industry. Now's the time for us to compare the different levels of technology.

GUS:Sonic: The Arcade Game is your one PCB. Do you have any plans to transfer more characters from the Megadrive to the arcade?

HORII:We will have many more Sega-branded characters. There's Sonic and Tails of course, and many more to come, but these are mostly suitable for the home market. They help attract younger children to the machines, but the arcades are something different. Few arcade games actually require characters to make them successful.

GUS:What do they require?

HORII:The game itself is much more important. The depth, the playability. Home video game use is entirely different. People can play half an hour, an hour. Who is going to spend the same time on an arcade machine? We have to develop our games to deliver the fun within a couple of minutes maximum. Our development is concentrating enjoyment within that short time. Making a character game ne is very difficult. nage of the character important. ımaging the image of a character in an ırcade game is always potential danger.



US:What about your urrent branded games? Many seem to think that the Virtua Star Wars project has been shelved because you couldn't get the icense.

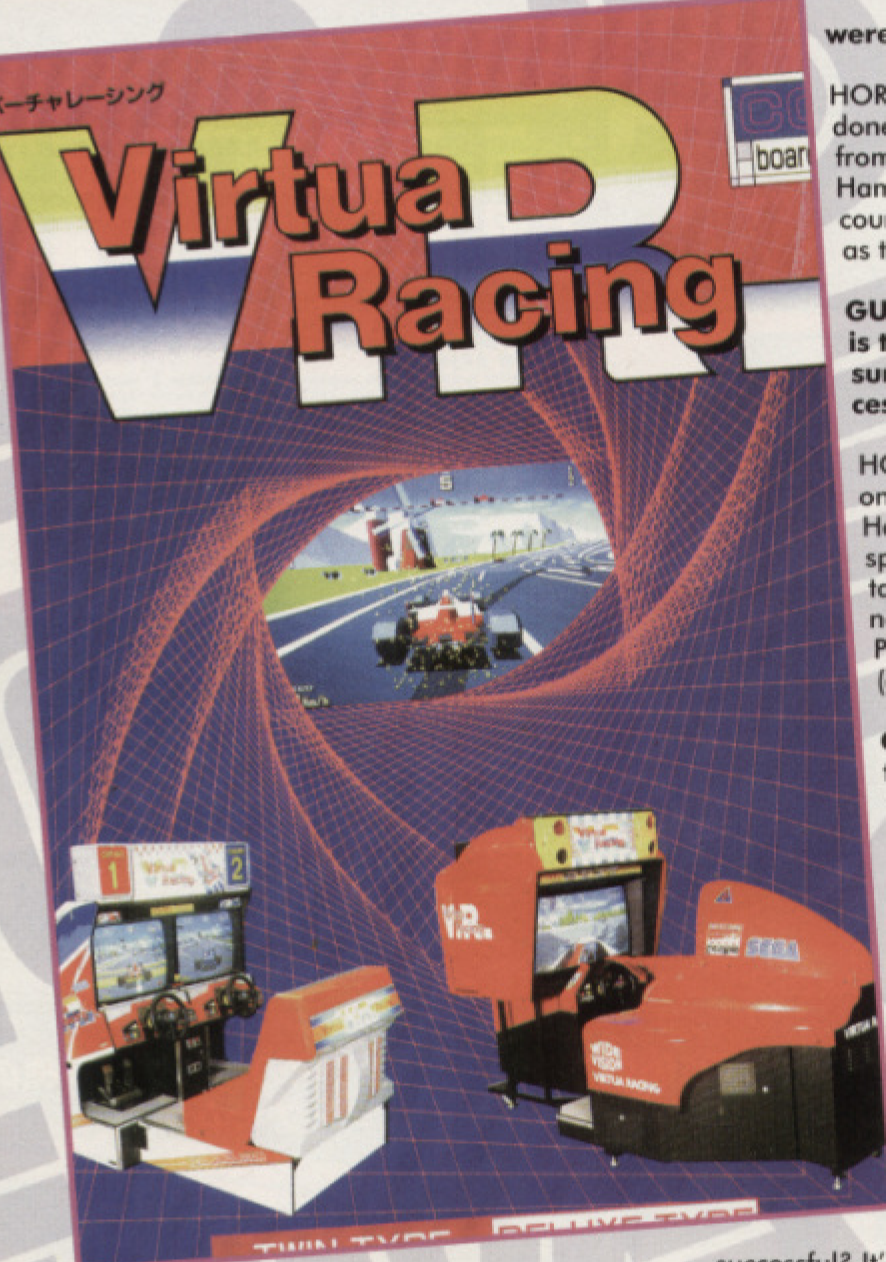
HORII:Getting the icense for Virtua Star Nars was very diffi- cult, but it's been achieved. The game sn't out yet, but I'm expecting a version for the middle of May, so a release shouldn't be too far away. It's a Model 1 CG game. There aren't any other licenses up and oming, but our licens- team are always looking for good films.

GUS:Like Jurassic Park?

HORII:Yes. I see your Arcade Special noted how Jurassic Park was like our Rail Chase game. It's actually part of our corporate strategy. You see, in







▲ ***Both versions of Virtua Racing.***

Japan, this sort of this is called a 'Love Chair' or 'Love Seat'. It's designed so a boy and girl can sit together, and in Japan they do. It's not really European or UK style! Also, little children can sit with their parents as well as lovers. It's a family machine, and part of our strategy to widen interest in arcades as places of family entertainment.

GUS:So you think the machines have been misunderstood over here because of cultural differences. I mean, people tend to think, "What's this? Ooer, I feel a bit sick!".

I don't really think it's the movement that causes the problem. It's more to do with the style of the game. They are the first of their kind in the European arcades, and the style here is different. We have faced some difficulty with Rail Chase, and we might have the same with Jurassic Park if we don't choose the right arcades. This ride is really for young children or girls, not for experienced gamesplayers.

GUS:But how do you respond to those who say it's a poor use of a license? It's rumoured that Amblin Entertainment (the film's producers) were quite disappointed with it.

HORII:That I haven't heard. I know it's done well in the States and Japan, and from our income level returns from Hamley's we're very pleased with it. Of course, Hamley's is the perfect site for it as there are a lot of children.

GUS:Income level — is that how you measure a game's success?

HORII:Yes, I've got one today from Hamley's (shows spreadsheet with daily takings on each cabinet). See, Jurassic Park in comparison with the others (about £550) is a very good level.

GUS:I see from these figures that the big cabinets are taking more than the uprights.

HORII:Yes, I don't know why that is. I think we still have a lot to learn about the kind of people playing our games.

GUS:With those figures I expect you could tell me what has been Sega's most successful game.

Sega's most successful? It's not a video game — it's a crane game. In Japan we have many different types of crane games. The biggest seller is UFO Catcher, with 40,000 units despatched. In fact, people don't talk about 'crane games' in Japan, they call them 'UFO catchers'. The most successful video game Sega have had was Outrun, which sold about 30,000 units worldwide. That's part of the reason we released the sequels, including the present Outrunners. Even though it's not CG level, it has been well received.

GUS:Suprising really, as crane games have never been big here. Do you think you could make them popular?

HORII:I think so. A lot of it depends on the government. As you are giving out toys as prizes, technically it's a lottery, it becomes a licensing matter. It can be quite difficult to get licenses for these machines as it's a matter handled by local government. If they can understand these games are for children, not gambling, things could improve.

GUS:You talk about gambling. For many people that forms the image of amusement arcades: rows of fruit machines.

HORII:That's our biggest problem. Sega are trying step by step to alter this image, by changing the atmosphere of arcades, making them attractive as family places. We want to distance ourselves from the fruit machine image.

GUS:You're doing this through the Family Amusement Centres. How many do you have now?

HORII:Five, no six, in the UK: Brent Cross, Hamley's, Debenhams, Croydon, Bournemouth and now Reading. We plan to open about 17 to 20 this year — as many as possible.

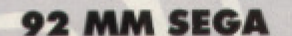
GUS:They're all very southern. Can any of our Northern readers expect a look in?



▲ ***Sega's most successful arcade product EVER!***

HORII:Ah, I can't really say where they are opening! This is being coordinated from our Sega's main office in Cromwell Road. We are expecting to spread across the UK. Our main purpose is to grow, and by doing so change the image of the arcade. I don't think we can change the arcade market through our own operation alone — even if we had 100 centres, we'd still be small. So we want to influence other operators to follow our example, join our lead in changing the market. After all we make the machines, so we have to stimulate the market by changing its image.

GUS:At any point do you envisage UK amusement parks in



the same form you have in Japan?

HORII:You are referring to last year's opening of Sega World, just outside Osaka. It was quite a big area, where we could show our biggest machines. However the real one — what we call phase one of our theme park idea, opens this July in Yokohama. Very big and lots of new machines.

GUS:How succesful has Sega World been?

HORII:Sega World has exceeded all our expectations. We were so surprised that it has accelerated all our theme park plans. We're forging ahead...but this is the Japan story. I've honestly no idea what going to happen in the European market.

GUS:But you have some theme park associations in Europe. Euro Disneyland, for example.

HORII:Yes, but that's for our standard arcade centre idea, not theme park. I feel our large scale theme park idea is perhaps too competitive with Disney's set up there. Sometimes we can cooperate, but I don't think Disney is a company you can cooperate with in such direct competition.

▲ ***Doraemon prizes for the cranes.***

GUS:You see yourself in competition with Disney?

No. Our business is machines, theirs is rides. But I think the profile of the theme park could change. Certainly, I think there could be a move from con-



▲ ***Fasten your seatbelts.***

ventional theme parks to technology theme parks. They can be successful, but the site and size has to be chosen very carefully. In the case of Euro Disney, they have their own problems. They chose the place and scale...

GUS:Can you give us an idea how much your machines cost? An upright Virtua Fighter, for example.

HORII:That's around 900,000 yen, which translates into about £6,000. This increases to something like our Daytona deluxe set-up, which sells for about 2,200,000 yen or £16,000.

GUS:Moving onto the Saturn, there's a lot of talk of exact conversions of CG games for home consoles. Is this true?

HORII:We've already announced the splitting of new technology into the Saturn system for home use and the Titan board for the arcade. The systems aren't fully compatible, but it is easy to convert games from one to another. We've already started to develop for Titan, and moreover, we've already made the connection with Atari, Capcom, Konami and others to develop for Titan.

GUS:So you obviously see this as a universal system?

HORII:I believe so.

GUS:To replace PCB?

HORII:Not completely. Even after the Saturn is launched, the Megadrive will still has some life. As long as there continues to be development, it's a worthwhile market. If Megadrive development continues, there will still be a place for Megaplay in our arcade schedule (Megaplay is the multi-game 16-bit arcade unit).

GUS:Oh, I thought the Megaplay machines had disappeared. You're resurrecting them?

HORII:Yes, we have a new brochure out. It will mean putting out some more hardware. We're choosing the games for it very carefully, only big games.

GUS:With Saturn in the home and Titan in the arcades, you're squeezing out your old rival Nintendo. What do you make of their Project Reality?

HORII:At one time Nintendo were big in the arcade market, but now they've completely disappeared. To be honest, I don't have any info on their technology, but even if it rivals CG, they may still have some difficulties. They have no market. They will have to come back from nowhere to market a high technology product. In any case, we are developing our own Virtuality product.

GUS:With W-



Industries?

HORII:They changed their name to Virtuality. It's coming really soon.

GUS:This year?

Of course! I know that it will be a more compact system. We are looking at aspects like having supervisors standing by the machine. That is a troublesome area. Anyway, if the first game is successful, we're prepared to make more.

GUS:And finally, what is your personal favourite game?

HORII:I'm a businessman — the most saleable game is my favourite! But I think that Virtua



Racing is my favourite. Really, it was a world sensation, people had never experienced that kind of power before. It's a fast game.
But I feel I have to careful about games I like. Sometimes a good game is not always a successful game. The kind of games we want concentrate on are going to help the home market. I don't see a conflict between arcade and home. Our policy is to broaden the appeal through the atmosphere of the arcades, creati interest in games for people to play them at home.





More crazy crane madness. Sega claim it's all good clean fun.

AOU GAMES LIST

GEO STORM (IREM):horizontal shoot 'em up.
DICE DICE DICE (IREM): Throwing dice on a grid.
BEST ELEVEN (IREM): Irem's first soccer game.
NANAME DE MAGIC (ATLUS) Battle Tetris variant.
GOLFING GREATS 2 (KONAMI) New graphic engine golfing game.
FANTASTIC JOURNEY (KONAMI) Shoot 'em up from the Parodius family.
DEADLY SPORT (SAMMY)Streetfighter clone.
HEBEREKENO POPUUN (SUN) Japanese Puyo Puyo clone.
CHANTO DE SUE NO CROSS DE PON (SUN) Japanese crossword arcade game!
WORLD HEROES 2 JET (SNK) Update of the combat game. Two new characters.
TOP HUNTER: RODDY AND CATHY (SNK) Side-arms type scrolling shoot 'em up.
FIGHT FALLS (SNK) Yet another neo-geo beat 'em up.
SUPER SIDEKICKS 2 (SNK) Isometric soccer game.
SUPER SF II TURBO (CAPCOM) Latest update: extra speed/ super combos.
MAY JINSEN (SETA) Mah Jong, anyone?
LIGHT BRINGER (TAITO) Fantasy adventure in King of Dragons' mode.
RAY FORCE (TAITO) Vertical scroller shooter with zoom angles.
SLAPSHOT (TAITO) Hockey game with futuristic flavour.
TECMO WORLD CUP '94 (TECMO) Horizontal football update.
FIGHTERS' HISTORY DYNAMITE (DATA EAST) The game Capcom tried to ban.
SUPER STRIKER (JALECO) 3D football.
BEST BOUT BOXING (JALECO) Big sprite boxing game.
J-LEAGUE (SEGA) 3D sprite football sim of Japanese league.
TOKORO SAN NO MA MA JAN! (2) (SEGA) Maj Jong hosted by cartoon celeb George Tokoro.
DRAGONBALL Z VR (SEGA) 3D version of popular beat 'em up.
POTO POTO (SEGA) Hexagonal battle Tetris.
ZUPAPA! (FACE) Colourful platform game like Rainbow Islands.
GURURIN (FACE) Tetris you play by rotating the screen.
TINKLE PIT (NAMCO) Like it! Pacman for the nineties.
WINDJAMMERS (DATA EAST) Do battle with frisbees.
OTENKI PARADISE SNOW BROS (TOAPLAN) Four player sequel to excellent platform puzzler.
NEBULASRAY (NAMCO) Vertical shooter smartened with hi-def backdrops.
RACING FORCE (KONAMI) Poor racing game.
COPS (SEGA) Laser-disc drive and shoot game.
HARD DUNK (SEGA) Six-player basketball romp.
VC-X (TAITO) Virtual Cube simulation machine. Muchos claustrophobia.
MEGAPLAY (SEGA) Multi-play Megadrive games. (latest version: Sonic the Hedgehog, Sonic the Hedgehog II, Golden Axe II, Shinobi III, Streets of Rage II, Gunstar Heroes, Bio-Hazard Battle, Mazin Wars).





ADVERTISERS INDEX

MICROPROSE	IFC & 3	VISTAR VIDEO	88
SOFTWARE FIRST	15	SF GAMES	88
US GOLD	16 & 17	TAVISTOCK VIDEO	88
MANGA VIDEO	21	CONSOLE EXCHANGE	89
JOE COOL JEANS	23	NEW AGE	89
RITZ VIDEO	27, 37	GAMES WORLD	89
SPECIAL RESERVE	41	MICROMAZE	89
CORE DESIGN	47, 49	GAME ZONE	89
SILICA SHOP	55	GET REAL MULTIMEDIA	95
CONSOLE CONNECTIONS	67	AWESOME ENTERTAINMENT	95
THE GAMES PALACE	67	THE GAMES EXCHANGE	98
SYSTEM GAME	67	CD CLUB	98
DANIELS DEPARTMENT STORE	89	JEZ MARTIN ENTERPRISES	98
KNIGHTRAVEN GAMES	88	HOME GROWN	98

PLEASE REMEMBER THAT REPLYING TO PRIVATE ADVERTS IN MEGAMART IS AT YOUR OWN RISK. BE WARNED AND BE CAREFUL!

MEGAMART

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary).. £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
MEAN MACHINES MEGAMART, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However, if you are interested in placing a lineage trade ad, please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

£1

£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE ☐ SWAP ☐ WANTED ☐

PEN PALS ☐ MISCELLANEOUS ☐ MESSAGES ☐

FILL IN THE TOP BOX FOR £1 (20 WORDS). OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD.

THEN FILL IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME ____________________

ADDRESS ____________________

____

POSTCODE ____________________

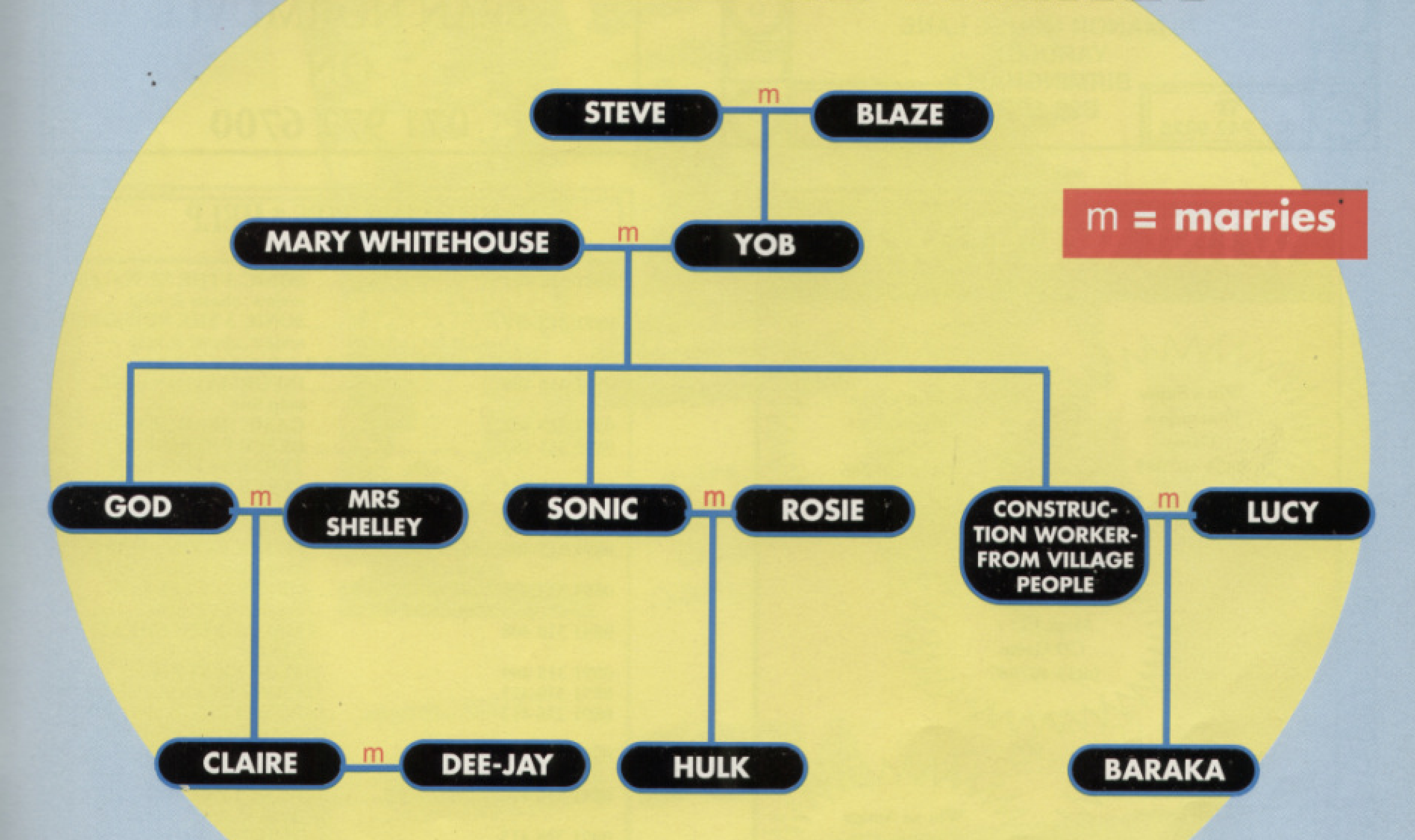
TEL NO: ____________________

NEXT MONTH

HOW THEY ARE RELATED

Once again, next month moves into the Twilight Zone of dodgy humour, away from the safe and boring formula of 'what's coming next month, no we don't have a blinking clue either'. So instead of laying the facts on the line, like WE HAVE A **MORTAL KOMBAT II EXCLUSIVE REVIEW** NEXT MONTH, or inserting tidbits like CHECK OUT **SHINING FORCE II** IN THE ISSUE AFTER THIS ONE, I'm resorting to publishing the interesting family tree of MEAN MACHINES: the Cartridge family, which leaves hardly enough room to say CATCH OUR **PIRATES OF DARK WATER** AND **SUPER STREETFIGHTER REVIEWS**

THE CARTRIDGE FAMILY



THE NEXT MEAN MACHINES IS ON SALE ON THE 30TH JULY - HUZZAH!

NO MERCY IN THIS COURT.

Ranked number one* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.

Scorching serves, fearsome forehands, blistering backhands and smashes to make a ball-boy wince. It's all here - full-blooded, full-on extreme tennis.

Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.

Pete Sampras Tennis comes on the new J-Cart, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.

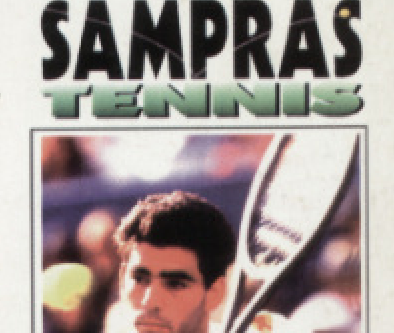
The ultimate tennis game is here - except it's not just a game. Have you got the balls?

Megadrive out June 16. Game Gear out August 19.

"The best tennis simulation and a brilliant multi-player experience"
SEGA MAGAZINE **92%**

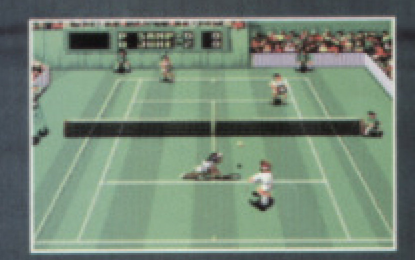
"The only tennis game you'll ever need - absolutely brilliant!"
SEGA PRO **90%**

"The most playable, easy to pick up and fun tennis game I've ever played"
MEAN MACHINES **93%**

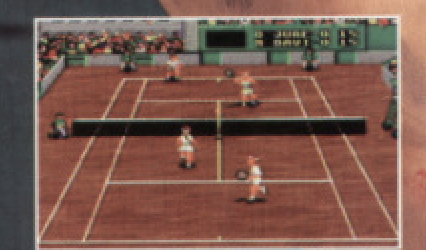




Licensed by Sega Enterprises Ltd. for play on the SEGA MEGADRIVE SYSTEM







Codemasters

PETE SAMPRAS TENNIS

J-Cart
1-4 PLAYERS
PLUG UP TO 2 EXTRA JOYPADS INTO GAME CART.
No adaptor needed

Sportsmaster
IT'S NOT JUST A GAME

CODEMASTERS – TEL: 0926 814132 FAX: 0926 817595

 * Ranked World Number One tennis player – correct at time of going to press.